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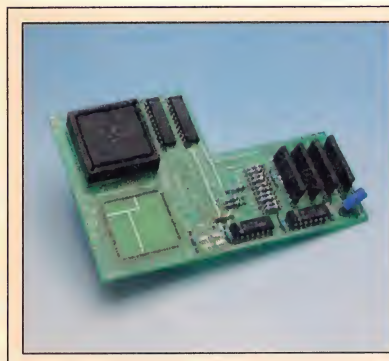


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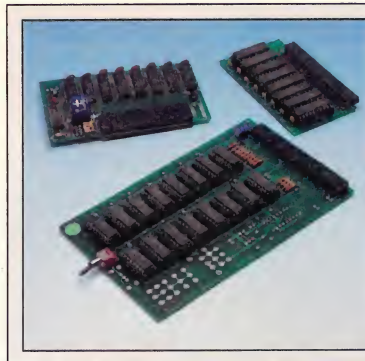
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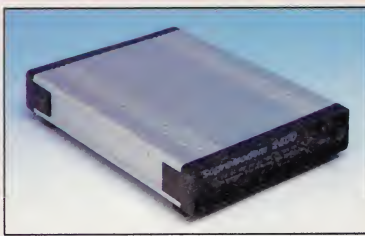
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# amiga FORCE

# W W W

ISSUE 6

JUNE 1993

## READ ALL ABOUT IT

We tell you what's going down in the Amiga world — and what's going up in the ELSPA/Penguin Top 100!

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## RAVE REVIEW

The Mega Drive masterpiece finally flies onto the Amiga and blows other chopper games to buggery.

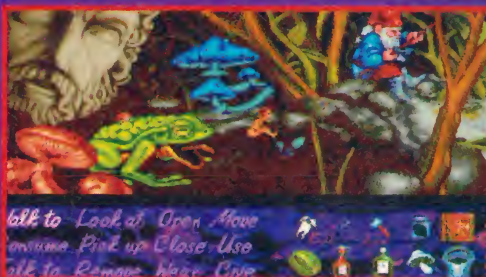
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## SENSIBLE WORLD CUP

'Ere we go again! After defeat in Issue 4's challenge, the A-FORCE crew vow to win the *Sensible Soccer* World Cup.

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talk to Look at Open Above  
ensure Pick up Close Use  
talk to Remove Near Give

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At last, what owners of Commodore's 32-bit dream machine have been waiting for: a complete guide to the A1200-compatibility of over 500 games.

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We solve yet another fiendish Lemmings level. Coming soon... Lemmings 2 Lifeline: The Revenge!

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### impact MAGAZINES

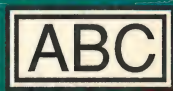
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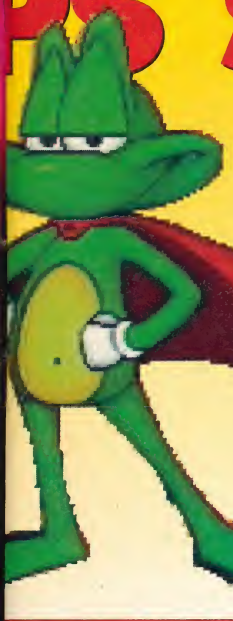
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## MAPS SECTION

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Leap about with our super-duper Superfrog maps, learn how to be a true hero in Arabian Nights, and don't get in your helicopter before reading our special briefing on Desert Strike.





# READ ALL ABOUT IT!

It is with a heavy heart and lumpy throat that I bring you this issue's words of wisdom. It had to happen sometime, I suppose, but leaving is never easy. Yes, I'm afraid the time has come to bid you a fond farewell and head for pastures, if not greener, then certainly faster to load! Okay, I know I'll be denounced as a traitor to the keyboard cause, but the Sega market beckons and I am but a weak and humble servant to my bank manager...

It's not all doom and gloom, however, as I'll be handing the reins of this esteemed organ over to the more than capable Phil King. He of the phenomenal footie talents and bungalow-sized lunch box has been appointed Editor, and will be looking after things from next issue on. A computer journalist for the past five years, and an Amiga owner for almost as long, what Phil doesn't know about Amiga software isn't worth loading! Seriously, I have every confidence in Phil, and I'm sure you'd like me to give him a hearty 'congratulations' on your behalf — aah, you ought to see him blush!

Well, it's been hard work but rewarding in the extreme. Thanks to all those who've written to me (yes, I DID read all your letters), and long may your function keys continue to, erm, function!

See Ya!

*Steve*  
Steve Shields  
Managing Editor

## THE TWILIGHT ZONE

Hot on the heels of *Team Yankee*, *Pacific Islands*, *Campaign* and the forthcoming *War In The Gulf* is *Twilight 2000*, Empire's latest blockbusting military sim.

A tank-driving, roleplaying wargame based on Marc Miller's table-top outing, you control a team of soldiers based in Krakow, Poland. Build up your forces and challenge the supremacy of the evil Baron Czarny and his Black Legion.

*Twilight 2000*'s a game of two halves: an isometric 3-D section where individual soldiers move around the Polish countryside, and a dynamic 3-D tank simulation featuring eight different vehicles ranging from a Hum-Vee to an M1A1 tank.

According to Empire this is their most sophisticated sim to date, with detailed displays of roads and buildings and separate gunner/driver views on some vehicles. An A1200-specific version is also planned.

## WHOOOPS!

Last month's AMIGA FORCE contained a couple of cock-ups regarding Kixx XL games. *F19 Stealth Fighter* costs £16.99, and M1 Tank Platoon £14.99, not £12.99 as reported last ish. Oh well — no-one's perfect (though we're a lot closer than most)...

## COMMODORE IN BOARDROOM FURORE

The General Manager of Commodore UK, Kelly Sumner, has resigned from the company after holding the key Commodore position for the past ten months.

The parting was entirely amicable, and in an exclusive interview with AMIGA FORCE the jovial bigwig told of his plans for the future:

'I'll be joining a company called Game Tech', he informed us, 'who are a huge US-based software house worth, incidentally, over \$70 million.

'They're heavily into Nintendo and Sega game development, with additional interests in Apple Mac and PC software. As they're an American company there are no plans to

## UNCLEAR USER

The prospect of 16-bit stereo sampling on the Amiga will excite many bedroom musicians: Microdeal's *Clarity 16* sampler is the first to offer such a capability. The smart-looking device plugs into your Amiga's serial and parallel ports via two ribbon connectors. And before you ask 'but where will I plug my MIDI interface?', the *Clarity* incorporates MIDI In and Out ports, as well as stereo inputs and outputs (all phono sockets).

As this is the first Amiga stereo 16-bit sampler, none of the currently available sample sequencers (*Music X*, *Soundtracker*, *Octamed* etc) can use its stereo samples or even benefit from the improved 16-bit resolution, as none use the *Clarity*'s AVR file format: samples can be saved as IFF files, but that reduces them to standard 8-bit.

Who knows, maybe new and updated sequencers may feature stereo and 16-bit options, but at the moment the *Clarity* must rely on its own software. This features the now-standard waveform displays, easy editing, looping and plenty of special effects including flange, echo, distortion and stereo

## AMOS-T WELCOME DISCOUNT

Europress Software have reduced the price of their popular programming package *AMOS Professional* by almost 30%, from £69.99 to £49.99.

*AMOS* has long been considered one of the most versatile programming tools around. PD libraries are full of first-class releases created using the language, and when used in conjunction with *AMOS Compiler* they run almost as fast as machine code!

Europress have also released an updater disk, making *AMOS Professional* compatible with the A1200 and A4000 machines.

This disk is Public Domain and can be obtained from most PD libraries.



panning. It's not in the same league as *Audiomaster 4*, but adequate. The real problem lies with the incredibly crude sequencer, which only allows you to play a single sample at a time! Obviously this is useless for most musical purposes — indeed, the demo sequence is a 'sound storyboard' of a lion-tamer getting eaten.

It's a shame as the 16-bit sample quality's pretty good, if memory-expensive (especially in stereo). Yet again, some promising hardware has been let down by its accompanying software. The inability to use the *Clarity's* improved sound quality from other programs makes its possible musical uses unclear — at least until a compatible sequencer's released.



## HAIR-RAISING UPDATE



Flair Software's *Trolls* has become the latest Amiga outing to get the A1200 treatment. The original (as featured in Issues 3 and 4) was a colourful cutesy

romp, more than a match for even the best console platformers. Taking advantage of the A1200's faster processor, the Flair team have replaced the background blending with detailed parallax

backdrops, adding to the overall flavour of the game without choking the sprites *Zool*-style.

Though THE definitive A1200 update has yet to be written, *Trolls* has to rate as the best yet. It doesn't push the new machine to its limits, but neither does it try to be clever for the sake of it — a great update of a fine game.

## THE BIG BREAKFAST

### MASTERBLASTER MAYHEM!

### TELEPHONE TIPS

Howdy — Ben the Boffin here. Hope you like this month's helping of *Arabian Nights* tips — a great game and a wise choice from our phone voters last month!

So much for this issue's brekkie tips, what about the next lot? Should I blitz Microprose's *B17 Flying Fortress*, belly-butt Core Design's *Chuck Rock II*, drown Zeppelin's *Sink Or Swim* or keep abreast of Loriciel's *Entity*? You decide, 'coz the AMIGA FORCE is with you... and while you're at it check out MASTER BLASTER on Channel 4's Big Breakfast show on Mondays and Thursdays, 7.45pm.

### B17 FLYING FORTRESS

(Microprose)  
0839 007 895

CHUCK ROCK II  
(Core)

0839 007 896

SINK OR SWIM  
(Zeppelin Premier)

0839 007 897

ENTITY

(Loriciel)

0839 007 898

The game that gets the most votes will be tipped next ish. All calls cost a maximum of just 10p. Cheaper than a stamp!



## amiga FORCE

## GARETH FORSTER



Microprose have sent us exclusive screenshots...



...of their latest plane sim...



Oh ha ha!



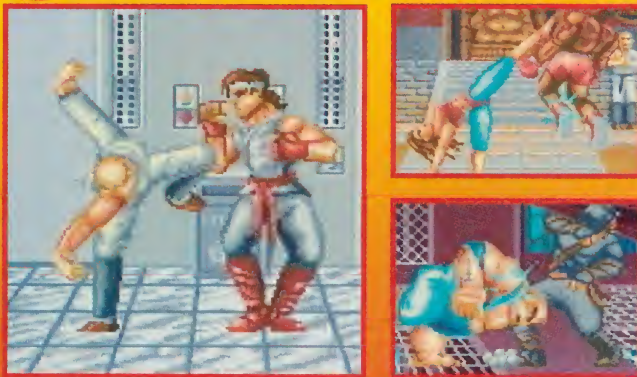
# TOP 100 CHARTS



**Body Blows** slams into the No.1 position this month's Top 100 chart, and Team 17 are also riding high with Alien Breed '92 and Superfrog both in the top ten!

## 1 BODY BLOWS

Team 17 ■ £26.99



## 2 THE CHAOS ENGINE

Renegade ■ £25.99



## ALIEN BREED

SPECIAL EDITION '92

Team 17 ■ £10.99



## 4 LEMMINGS 2

Pygnosis ■ £29.99



## 5 B17 FLYING FORTRESS

Microprose ■ £34.99



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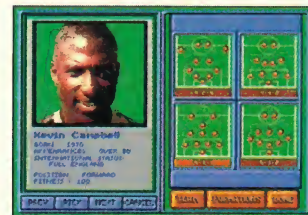
## THE COMPUTER GAME

By Cirrus Software

The ultimate football game featuring both management skills and arcade action... what more could you ask for!

**Features:**

- Team selection with digitised pictures of all Arsenal players
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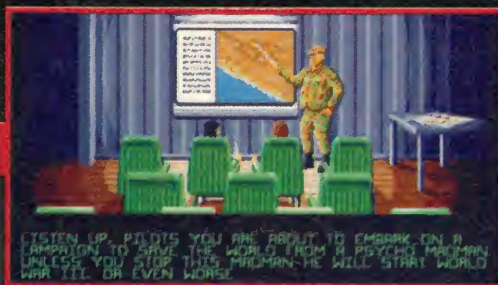
# DESERT STRIKE



Below right: the map screen shows the locations of all targets and collectibles, and also acts as a pause function.



At first sight, *Desert Strike* looks like another gung-ho shoot-'em-up. However, though it has its fair share of blasting and mayhem, it's by no means mindless. Far from it: indeed, the tactical aspect of using the map to plan attacks on targets — and find fuel and ammo when needed — is the game's greatest strength. The only way to succeed is to carefully pick off anti-aircraft guns and missile-launchers one at a time — go straight in with guns blazing and you've no chance. Unlike most games of a strategic bent, however, *Desert Strike* is extremely easy to get into, with its simple, intuitive chopper controls and user-friendly map. Play it cool and you should soon complete the first, introductory mission — the others are a different story as you help a jail break, attempt a daring embassy rescue, and even stop an oil spill (with a well-placed missile!). Oozing playability, *Desert Strike's* as compulsive as they come. ■



## Electronic Arts, £29.99

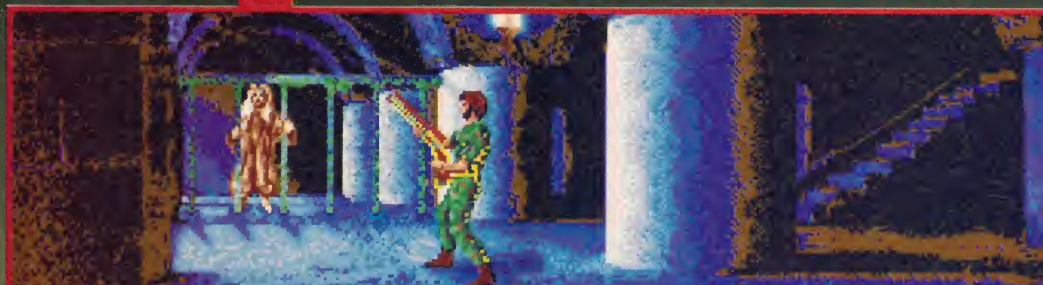
If you can ignore the blatant propaganda elements of this exciting (yet tactical) blast-'em-up, there's an absolutely phenomenal game to be found lurking underneath. To remain aloof to the political overtones is impossible, however, as the entire package is veritably saturated with over-the-top 'in-game movie sequences' and the like, which blatantly denounce the 'enemy' as an entity unworthy of life itself (Saddam Hussein, by any other name). Ah, what the hell. Practically every game released features a politically incorrect story line of one description or another, so I suppose we should simply concentrate on the game itself, eh?

*Desert Strike* is a one-player game, placing you in the cockpit of a sophisticated Apache attack helicopter. The control method's simplicity itself while the chopper's movement remains surprisingly realistic.

There are four progressively more difficult missions to complete, each requiring a number of different assignments to be accomplished. These range from taking out a few radar bases and command centres, to preventing the onslaught of an all-out nuclear war! Easy? No. Rewarding? You betcha!

### Scintillating cartography!

At the start of each mission, a summary of which targets to aim for (and the best order in which to tackle them) is detailed in the 'briefing room'. A wonderfully accurate map is



THE MADMAN BUILT HIS REPUTATION BY SHOWING NO MERCY FOR THOSE WHO STOOD IN HIS WAY.



■ **Left: More MIAs are loaded onto a boat. This is a good time to collect some extra fuel and ammo for your next raid.**



■ **The bearded bloke below is an enemy commander. He's the geezer you must capture to find out the location of your missing agent.**



■ **Top: Don't try to fly through power lines! Above: After taking out AAAs, you can attack your target. Left: Dropping off rescued MIAs at the Landing Zone earns you much-needed armour points.**



■ I must admit, when I first saw *Desert Strike* being played it looked a little simplistic and shallow. How wrong I was. A few seconds at the joystick are all it takes to get you destroying SAM sites and blowing away Middle-Eastern contras to great satisfaction. Far from being mindless blasting, there's a fair amount of strategy involved. Check the map to plan your best route to each target, and when fuel's running low, do you head back to camp to rearm or will you try and take out that last radar station first? A variety of increasingly dangerous missions must be completed rather than simply blowing away everything in sight, making for more thoughtful play. Arcadesters, fear not though. A wealth of enemy hardware will test even the most accomplished of trigger fingers. Some excellent sampled sonics really set it off a treat with things exploding to a pleasantly reverberating kaboom.

provided which can (and should) be accessed regularly; this also acts as the pause function. As weapons and fuel are spent, so fresh supplies should be sought; and as objectives are met, so the next targets can be lined up for annihilation. Each element in the mission can be located on the map by scrolling through the various items: fuel is a white dot, ammo a red one etc. All very straightforward, then, but the real beauty of the program only becomes apparent after extensive play-testing. Basically, what you have here is a thoroughly absorbing tactical shoot-'em-up incorporating enough blood 'n' thunder action to keep any armchair Commander satisfied.

Weapons, fuel, even POWs are all collected by hovering over them, while your co-pilot lowers a winch enabling the item/individual to be taken aboard. Tricky at first, after a few plays it becomes instinctive. At the start of the game the player must select their co-pilot, each possessing their own particular virtues and drawbacks which must be matched to the mission. Some, for example, are dead-eye shots with the chain gun, taking out enemy infantry with just a few shots — while others are winch specialists (reducing the degree of accuracy needed when hovering over collectable objects).

All these tactical elements add enormously

to the atmosphere, combining to provide that all-important 'being there' factor. As the missions (and the war) progress, for example, soldiers who are Missing In Action become fewer (due to being killed off by the enemy, starving in the desert, etc). This is a particularly nasty blow as each MIA collected and returned to a landing base awards 150 essential armour points.

There's only one other way in which to increase the all-important armour rating: special crates are hidden in certain buildings, revealed by trial and error. Once located and winched aboard, though, the full 600 armour points are rewarded. Fuel's next on the list of things to watch out for and, even

though the fuel dumps are clearly marked on the map, there are others belonging to the opposition which can be liberated...

From the deliciously slick menus right through to the design of the later levels, there are few superlatives which could sum up *Desert Strike*. If you've ever seen the Sega Mega Drive version, all I can say is this is even better.



**TIP TIME!** Don't collect armour, weapons or fuel unless absolutely necessary — there are limited amounts of each and you can only ever carry a set amount.

*Desert Strike* gets a definite thumbs up from my direction. ■



**Enough blood 'n' thunder action to keep any armchair Commander satisfied.**

- DESERT STRIKE
- ELECTRONIC ARTS
- £29.99
- 1 PLAYER
- TACTICAL SHOOT-'EM-UP



■ **Furious blasting action heavily reliant upon tactical decision-making**

**94%**



# BUDGET BARGAINS

# MANIAC MANSION



■ **Kixx XL, £12.99**

One of the original point-and-click adventures, *Maniac Mansion* looks blocky and outdated when compared with its modern counterparts. The puzzles and general gameplay remain as absorbing and logical as ever, though, and it's a cost-effective introduction to the genre.

The story is simple: a dotty professor has kidnapped cheerleader Sandy, and is all set to suck her brains out with the aid of his latest insane invention. It's up to the player (controlling three out of a possible eight characters) to save her.

All actions are performed via the mouse, by clicking on one of the verbs displayed at the screen base, then on an object. Items can be traded between characters: some will use certain objects to better effect.

### Crazy cottage

Thoroughly exploring the mansion is essential

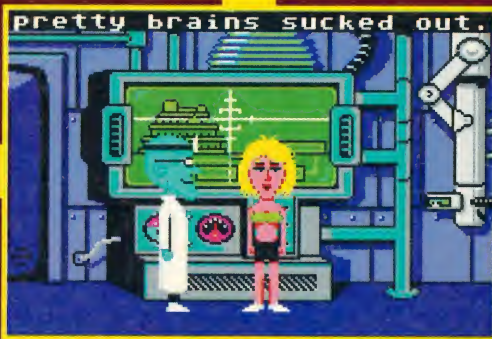
“cost-effective introduction to the genre”

■ If you want proof that the mad prof really is (mad, that is), then look at the screen shot on the left. He wants to **SUCK** her brains out!?



■ What's this doing on Kixx's XL label? A higher-priced budget package is ideal for games with huge manuals or countless disks, but *Maniac Mansion* comprises two floppies and a flimsy pamphlet! Kixx XL has huge potential and it's just what the Amiga needs, but charging extra dosh for games that could be on the standard budget label make it look a rip-off.

The game itself has certainly carved its niche in adventure gaming history, but by today's standards it looks crude and shoddy. The story line and problems are okay, but even at this price it'd look elsewhere. ■



# BATTLE SQUADRON

■ **Global Software, £7.99**

Two spies with vital information concerning the evil Barrax Empire have been kidnapped and are held captive on the fortress world of Terrainia. The whole planet is a huge weapons development and testing complex so, to kill two birds with one power-up, the powers-that-be decide to combine their rescue attempt with a low-level strafing mission.

Fortunately for the daredevil pilot(s), ie you and optional friend, there's plenty of beefy enemy weapons around to capture and use to your advantage. Every so often you'll come across teleport pads. Entering these transports you to new, more heavily defended areas. It's wise, therefore, to collect as many power-ups as possible before entering. For really hairy situations there's a limited supply of smart bombs — additional ones can be collected by destroying certain alien waves.

### Shooting through

And there you have it: another vertical shoot-

'em-up in the vein of countless others. So what, you may ask, sets this one apart from the rest? Well, not a lot actually. Backgrounds are of good quality, packing in plenty of detail and variety, though depth seems to have been completely ignored. Zapping a tank on the ground then a mountain-top gun emplacement with no noticeable difference is a little off-putting. Having said that, the main sprite leans depressingly towards the realms of duffness, but that's forgivable (and seems to be obligatory with these things anyway).

“Plenty of action keeps you on your toes”

For the nominal asking price *Battle Squadron* ain't a bad little game at all: one to play in short bursts when you want to let off some steam. Downers are the obviously repetitive gameplay and disappointing-looking weapons, but plenty of action keeps you on your toes.

A functional and graphically attractive outing, but don't feel compelled to buy it unless you happen to be in a particularly mindless mood.



**TIP TIME!** Collect power-ups aplenty before tackling the really tougher sections.



■ Space, the final frontier. Crammed to the gills with scum-suckin' aliens it's your task to annihilate them...





# ANSION

for progress, and careful scrutiny of each location is advised as many items are fiendishly concealed. By selecting the 'what is?' option then moving the cursor about the screen, any useful objects will be described in the message bar.

Sandy's boyfriend, Dave, is permanently selected as one of your three characters, the other two are chosen from a motley crew of seven (including a punkette, nerd and kid genius). Each character has their own strengths and weaknesses, and this is where the game wins out. Any combination of characters can rescue Sandy, but on

completing the game the temptation to replay with a different threesome will keep you coming back.



**TIP TIME!** Any combination will open the security door!

■ Not as good as other Kixx XL games like *Indy* and *Midwinter*.

**78%**

■ After *Swiv*, I thought it unlikely that I'd be even remotely impressed by a vertically scrolling shoot-'em-up. *Battle Squadron* isn't an improvement over that timeless wonder, but there's still a fair amount of fast-paced action to have you eating your shoes in frustration one minute, and breaking your joystick another in elation.

Perhaps the most notable element is the impressive power-ups — especially during a two-player game. More often than not you'll find the screen's crammed full of your firepower, and the well-drawn graphics don't slow down in the slightest. Sadly, it becomes all too repetitive after a while — but hey, it's a budget game, after all.



■ Not a bad blast, particularly with a friend to help you out

**68%**

# LOST DUTCHMAN MINE

BUDGET REVIEWS

■ Global, £7.99

Set in the days when a nugget of gold brought a happy smile to the person hovering above it with a pickaxe, *Lost Dutchman Mine* casts you in the role of one such explorer. Rumour has it that, in them there yonder hills there's a mine so full of the yellowish stuff that you'd burst an artery just trying to calculate its worth. Of course, its location isn't common knowledge, so you have to find it before plundering its riches.

Starting in the play area's solitary town, there's a host of shops to enter and utilise in a fashion befitting their titles... in other words you can buy food and equipment from the Mercantile, attempt to sell collected ore in the Assay office etc. You begin the game with a meagre amount of dollars, but cash can be amassed by leaving the town (with the appropriate equipment) and participating in some great, often gold-related, money-making activities.

## In the right vein?

Whether it's panning for precious metals in the map's one river, or attempting to find mines, there's a fair amount of opportunities. There are hazards, though, in the form of bandits and the occasional rattlesnake. If you've a gun you can enter a shooting-gallery-style subgame, where you either kill or are killed. In the long run, it's far better to stand your ground, as heading for the hills crying for your mother loses you all cash and unassayed bags of ore. Injuries can be healed — at a price — by the town's doctor, and you also need to eat and drink to keep your prospector in tip-top condition.

There's a lot more I could detail about *Lost Dutchman Mine*, but there's a limited amount of space and I've got to come to some kind of conclusion. What I can say is that it's not as bad as its feeble graphics and sound may imply.

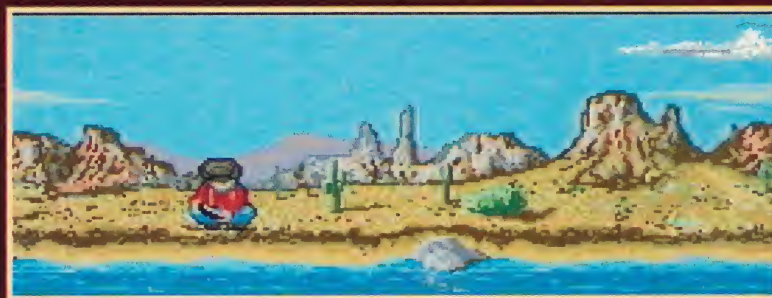
Granted, it's not going to set the games-

playing world alight, but its unique subject matter is interesting.



**TIP TIME!** Get a gun fairly quickly — otherwise you'll be robbed a little too frequently.

“ Not as bad as its feeble graphics and sound may imply ”



■ There may well be gold in them thar hills, but finding it is no laughing matter — all that hard work could go down the pan at any moment!

■ This may seem like an accurate account of rootin'-tootin' days in the West, but I doubt real-life mining was quite as... er... different as this. Whilst meandering across the landscape you'll no doubt ask yourself why the main sprite is a plain black dot, why walking around becomes increasingly tiresome and, ultimately, why you bought the game.

There's not much to do: a normal day consists of walking from the town, digging up a bit of gold, returning to town and selling it. The only adventurous aspect is playing cards now and then and drinking tots of whisky. Shooting the odd rogue and rattlesnake is, at first, a laugh; as is the fishing sequence — pathetic personified! But if you're after a lasting software title, forget it.



■ A fair adventure, if you dig this sort of thing, but not worth its weight in gold

**63%**



# BUDGET BARGAINS

■ I can appreciate that its wealth of options and situations may offer lastability, but *Strike Fleet's* far too awkward to get to grips with. If I'm to enjoy a strategy game, I expect it to be fairly accurate and playable without bombarding me with overcomplicated instructions.

The more-hardened warmonger may find *Strike Fleet's* various campaigns and well-presented front-end enjoyable. For everyone else, I'd recommend the superlative (if ageing) *Carrier Command* — it's better and easier to control, and boasts an excellent arcade/flight-sim element to boot. ■



# STRIKE FLEET

■ **The Hit Squad**  
**Platinum, £12.99**

They say war is 90% boredom, 10% terror. Lucasfilm must've taken this maxim to heart when programming the naval war sim *Strike Fleet* — it looks incredible, but underneath the great graphics there's not enough depth to sink a canoe, let alone a battleship.

*Strike Fleet* puts you in control of some seriously savage nautical hardware — one mean mutha of a ship at first, with more ships, submarines, helicopters, etc being added as you progress. Compared to many strategy sims the player interface is pretty instinctive, with virtually everything needed to control your fleet on one screen.

## Sinking ship

Alas, after this it all goes downhill — rapidly. There's a lot of waiting around to do, and the time accelerator (essential with this sort of game)

is all-but-useless as it doesn't switch back to real time when you're attacked. The enemy sail into range, release a volley of missiles, sink your entire fleet, award themselves a few medals and go home for a sticky-bun tea before you even know they're there! You can get round this by playing the entire game in real time or only using the accelerator at a very slow setting (eg x4), but you're in for a real yawn.

**You're in for a real yawn**

The game finally runs aground due to lack of depth. The only real 'strategy' lies in working out which weapons kill which baddies etc — choosing equipment is never the most interesting part of a strategy sim.

*Strike Fleet's* no disaster, but is certainly showing its age. If it were a ship, it would've been decommissioned long ago. This is one C64 conversion that needed more than a graphic refit.



**TIP TIME!** Use time accelerator with care!



■ **For a strategy sim it sails perilously shallow waters**

**60%**

# THE PLAGUE

■ **Global Software,**  
**£7.99**

Research on a distant planet has gone badly wrong and triggered a genetic plague. Sane citizens are transforming into repulsive mutants with hideous looks and even worse table manners, roaming the land and savaging clean-living people. You take control of a large bronzed hero who's decided to look around the planet and kill everything that sneers.

A bog-standard platformer? No, just a bog really. You don't always expect a bad plot and a bad game to fuse together but alas, *The Plague* is gifted in this very way. Considering its age, the graphics aren't too deplorable, though the pudgy main sprite is slow and awkward at times. At first, there's only a basic gun at hand, but hold down fire and it turns into a large cannon for one shot — and there are some basic power-ups to collect. It reads okay on paper but in reality it isn't overly impressive. The bullets are mere pebbles and the large cannon fire's a messy red barf.

**There are some basic power-ups to collect**

## Beware the plague

And what about the enemies themselves? The only hint of mutation is a few eyeballs and bats that pop up; the rest consist of robot armies similar in style to the old Flash Gordon series. They're very unintelligent and little skill's required to avoid them: simply remembering where they appear each time is sufficient. It can't really be classed as a platform game — 'walk right and press fire' is more apt.

To my disbelief, *The Plague* does have a novel element: the high-score table. Here you can enter your name via a simple art utility, with a small range of colour and options to experiment with. It's ludicrously basic, but fun (for two minutes at least). The winds of time have taken their toll and reduced *The Plague* to nothing but dust. Draw your own conclusions, but when the high-score table's better than the actual game, you begin to wonder why it was released in the first place.



**TIP TIME!** Keep holding down fire to activate the big cannon, as this is more effective than rapid shooting.



■ Hmm... this game's greatest strength is also its major malfunction — those outside sprites may look the part, but they reduce the playability something chronic. You've little time to move when a baddie's on the screen, so to make progress you must anticipate their arrival. This gets easier as you learn their attack patterns, but it doesn't make for a fun-packed game. ■



■ **Overlarge sprites make for clumsy gameplay — avoid like the plague!**

**68%**





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# BUDGET BARGAINS



I remember being glued to the screen for hours when I first played *Populous*. Years later and it's got me completely hooked again! The relationship with your people is much more intense — yes, even loving! — than it could ever have been if you actually controlled them directly. The satisfaction of seeing them progress and eventually conquer the baddies is unrivalled in any other game. And unlike most strategic offerings, *Populous* has attractive isometric 3-D graphics and a thudding, mesmerising soundtrack to improve the atmosphere no end. For God's sake, buy it now!



# SWORN



## POPULOUS & THE PROMISED LANDS

■ The Hit Squad, £12.99

Ever wanted to play God? *Populous* enables you to do just that. The aim is to help your worshippers succeed while putting the kibosh on followers of the other god. You can raise or lower land, create earthquakes, swamps and volcanoes, and even raise the water base, flooding much of the land. Your powers are dependent on your manna rating, a sort of power bar that improves as your people prosper.

Although you've no direct control over your dudes, you can encourage them to build larger settlements by flattening the surrounding land. They always build as large as they can; but the bigger the building, the longer it takes to fill. When a settlement's full it sends out 'walkers', who leave to seek their fortune in the real world. They might start a new settlement, look for enemies to engage or head for a religious device called the papal magnet, depending on your instructions. The first one to touch the magnet becomes the leader — if you have enough power you can then knight him, turning him into an armoured killing machine who slays followers of the

rival god and burns their settlements. When the last of the opposing deity's followers is killed, the game is yours. If victory's assured you can speed the process by activating the apocalypse, in which the entire population is drawn to the centre of the screen in a fight to the finish. There's nearly 500 worlds to conquer while playing against the computer, and two-player games are also catered for.

**“The controls quickly become intuitive”**

In a review this size it's difficult to explain just how good *Populous* is — it's one of the most addictive games I've ever seen on the Amiga. The controls quickly become intuitive,

the action's nonstop and the artificial intelligence spot-on. Marks are deducted for the obtuse save-game system and cleverly disguised passwords (in conquest mode, choose NEW GAME and enter the name of the world you finished on — you're never told they function in this way), but packaged with *The Promised Lands*, a data disk offering five new scenarios (Wild West, revolutionary France, Lego etc) it's a real barg. Buy it!



**TIP TIME!** If you're playing on a telly, turn the contrast down for clearer viewing.

■ Now you have the power to play God, what will you do? Your chosen people will only flourish if you make life easy for them.



■ One of the best 'god sims' on the Amiga — excellent value!

**85%**

## STORM

■ Games Worth Playing, £12.99

Not many strategy games feature 3-D combat, but this isn't the only surprise in *Storm Master*. One of the weirdest story lines ever casts you as leader of an island kingdom, battling against a neighbouring isle with flying ships complete with masts and sails.

On selecting one of five scenarios, you're presented with the main graphical menu screen showing your nine ministers. Clicking on each brings up menus for a different game aspect. One of the most important is the Master Miller, through whom you organise food production by placing farm icons on the vertically scrolling island map. This is also used by the Ecclesiast who predicts winds, refertilises land, and even places cyclones above enemy cities. Commercial options — trading goods on the stock market and setting taxes for cities — are accessed via the High Constable. Slightly more sinister, the Inquisitor provides you with top-secret information about cities, and can murder enemy ministers.

### Appliance of science

The Leonardo enables you to design your flying ships, by attaching extra equipment to one of four basic ship types. Armour's needed for battle, propellers increase speed, while lift is



# D OF SODAN

■ **Global Software, £7.99**

Imagine a time when all is dark. A time of dragons, witches and warlocks. A time of magic, death and evil. It can't be all that hard to picture, as it's the basis of all sword-and-sorcery games. Continuing along this familiar path is *Sword Of Sodan*, a one-hero-versus-everything hack-'em-up with big beefy sprites but small turkey slices of lastability.

The story is the usual fare: a twisted bloke called Zoras the Necromancer has wiped out the king and, taking charge of the throne, has plunged the entire land and its people into despair. Enter you, a brawny guy (or girl — depending on what mood you're in) and one very sharp blade — the legendary *Sword Of Sodan*. Being a person of honour, valour and with a passion for strutting around in a loincloth, you've decided to end the wicked one's reign once and for all.

**Walk right on**

The game's made up of 12 levels, in which you battle against Zoras's minions. Walking along and slashing everything can become monotonous, and *Sword Of Sodan* is a prime

example of this. There's no platform leaping at all, it's just a matter of walking from left to right in every level. The big sprites are impressive, but so badly animated that any admirable first impressions soon disappear. Due to their cumbersome size, plenty of jumps are fatally mistimed — take my word for it, controlling the fat duffers is nothing short of maddening.

Fighting techniques are very limited, it's more a matter of jabbing the fire button than figuring out complex winning manoeuvres. Special collectable potions don't add any

interest and neither does the replay, showing the previous game from the start — why? It's bad enough playing once, let alone watching the tragedy a second time. Should your

character die, play is restarted a few scrolls back, usually in the path of a rising spike you spent several long minutes trying to avoid.

The atmospheric sound and speech is superb in places, but without a game it seems a waste of paper packaging.

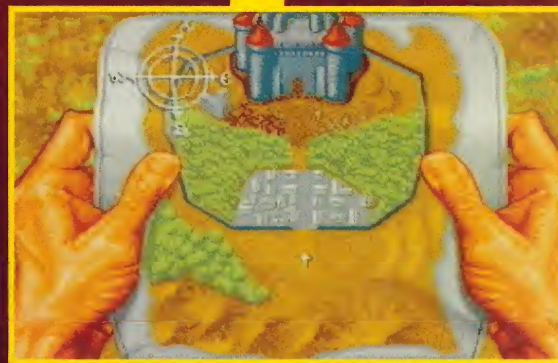
“Nothing short of maddening”



**TIP TIME!** Save your special powers for the end-of-level nasties



■ Big chunky graphics are let down by duff animation and deadly dull 'action'. Walking from left to right, dispatching baddies with one attacking move (well actually there's three but they all amount to the same thing) ain't going to send pulses racing — neither is the slow scrolling. Having to keep stopping for the screen to catch up seems a bit feeble, to say the least. A most odd feature is the ability to replay the whole of the previous game — I mean, why? Sonics-wise it's okay but that doesn't drag it from of the realms of Boresville.



■ The mighty *Sword Of Sodan* fails to cut the mustard.

**48%**

# MASTER

produced by balloons and sails. You then allocate maximum crew numbers (pilots, soldiers etc) before going for a test flight. Get it right and you can mass-produce identical craft.

Your aim is to destroy the seven enemy cities by bombing and looting them with flying ships. After assigning a launch airfield and recruiting men, your armada lifts off, controlled by on-screen arrows and icons — why can't you use a joystick?

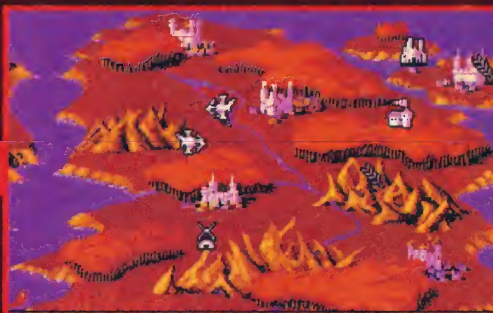
Meeting an enemy fleet takes you to the 3-D battle sequence. Again, you move your ship around with on-screen arrows, clicking on icons to fire crossbows (at three angles) and the central catapult. There's no chance to disengage — you must shoot down all enemies before your armada's destroyed.

Battles are fairly enjoyable, but the game's sheer weirdness is initially off-putting. It took me ages to figure everything out and I'm not sure it was worth the effort. The economic/political aspect's okay, but the shallow warfare is limited to performing single bombing raids on enemy cities. The lack of more-detailed military options proves unsatisfying.

“Warfare is limited to performing single bombing raids”



**TIP TIME!** Use the Inquisitor to keep an eye on your own cities.



■ The simple strategy is just a wee bit dull: plant crops to feed your people, raise an army and attempt to overrun neighbouring empires. A more interesting idea is the ability to modify, test and build various fighting machines from a set basic design. Test flights are accompanied by an animation showing the craft taking off into the wild blue yonder or blowing up on the runway, depending on your design. Unfortunately the animations are the same for all vehicles, right down to the sprite. This gives a very two-dimensional feel to a game style which tries to immerse you in its computerised world. Buffs should enjoy it but there's better about.



■ Not the complex and imaginative strategy game it first appears.

**65%**



# BUDGET BARGAINS

## WWF WRESTLEMANIA

■ **The Hit Squad, £9.99**

With our muscle-headed mates from the States assaulting the charts with the worst songs since Bros split up, we decided to rap this review to show 'em how it's done.

*Forget the quality, check out the hype,  
That's the way that you sell this tripe,  
A former Christmas Number One,  
But the playability's got up and gone.*

*Pick your fighter and hit the ring,  
That's where you get to do your thing,  
Or very nearly — there's little to do,  
Graphics are big but moves are few.*

*The interaction's really dire.*

*Just waggle away and then hit 'fire',  
The first warrior's a real doddle to clout,  
But your arm's too knackered for the second bout.*

*With macho posturing and silly name-calling,  
The pre-fight interviews are quite appalling,  
Taking padding to unprecedented heights,  
They really are a waste of bytes.*

*Well whoopee-do, there's a two-player game,  
But the playability's just the same,  
Too much waggling, too little to do,  
And no choice of characters for Player Two.*

**Too much waggling, too little to do**



*Don't you think it's really sad,  
That software sells when it plays this bad?  
The perfect outlet for commercial greed,  
A big-name licence is all you need.*

*Incredibly they made loads of dosh,  
From this pile of total tosh,  
You want bad games? You know what to do,  
But if you don't, check the AF reviews.*

*Before I go I'll finish this rap,  
By telling you that this game is CRAP,  
As far as the beat-'em-up genre goes,  
Take my advice — get Body Blows!*

Remember folks — JUST SAY NO to lousy software, and don't get taken in by the licence. If you keep buying 'em, they'll keep making 'em. The future of Amiga games is in your hands.



**TIP TIME!** Forget it!



■ Wrestling has never translated well to any computer format. Games tend to deteriorate into frenetic waggling matches in which the satisfaction of winning pales to serious shoulder cramp. WWF is an unfortunate example of this.

Front-end presentation's of poor quality, its only saving grace some reasonable digitised piccies of the characters. In-game graphics vary between passable and clumsily unconvincing, eg a mere one frame of animation when picking up an object. With FX consisting of the odd belching noise and minimal atmos, we're left with a complete no-no, I'm afraid. ■



■ **An really expensive way of buying blank disks**

**20%**

# ADRENALYNN

■ **Global Software, £7.99**

Brutal 'future sports' are so dull. Surely the whole point of sport is its inherent fairness — take away the rules, and play degenerates into a free-for-all. Even the great *Speedball 2* was marred by the overimportance of the electro-ball.

If *Adrenalynn* were a spectator sport, it'd have trouble drawing a Wimbledon-size crowd. It's not much more enjoyable to play. It's fairly similar to EA's weird three-player *Projectyle*, but

nowhere near as much fun. Matches are played by two teams of just two players, either of which can be computer/human-controlled — so you can have four players (with a joystick adapter).

**The action degenerates into mindless barging**

### Hover bover

Players control hovering discs, bumping and barging their way around a futuristic arena, with the aim of knocking the ball into the opposition's goal.

They can also shoot lasers: reducing an opponent's energy to zero renders him temporarily immobile. Collecting the floating

pastille has various effects (extra/less speed, gravity, friction etc), depending on what icon it's showing.

That's about all there is to it. You can play a 'cup' (more like a tiny league) and select from players with different attributes and portraits (though they all look the same during play), but the gameplay's such a total mess it's pointless. The action soon degenerates into mindless barging with a total absence of skill. With the addition of the arena's magnetic fields and the pastille effects it's often a complete lottery where the ball ends up. The lack of challenge presented by thick computer teams doesn't help matters, and ultimately the game fails to pump any adrenaline round your bloodstream.



**TIP TIME!** If one of your opponents is low on energy, shoot him to knock him out of the game for a while.



■ Oh dear me, what do we have here? Another 'ultra-violent' future sport no less. Best of the 'meagre' bunch around at the mo' is undoubtedly the Bitmaps' rather fine *Speedball 2*. *Adrenalynn*, it has to be said, falls squarely into the completely un-fine bracket: dodgy backgrounds, awful sprites and gameplay which belongs in a basin marked poor. In two-player team mode there's little incentive for cooperation with both players careering around after the ball and invariably giving it away in the confusion. An eleven-eggs-short-of-a-dozen game. ■



■ **A mindless future sport requiring little skill and no tactics**

**56%**





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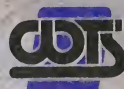
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AFC



**Beaten at their own Sensible Soccer challenge by the fancy footwork of two readers, the AF crew were only too eager to make amends in Sensible's own official World Cup tournament. PHIL KING reports...**



■ The AMIGA FORCE crew are glued to their seats watching Phil play the final (Above). The tension is relieved as Phil lifts his gleaming trophy (Right).



■ (Below) Chris thrashes Dominik in his very first match.



# HOW WE THE WOR

**W**e're gonna win the cup, we're gonna win the cup...' was the chant as the A-Team marched through the doors of Sensible's spaced-out HQ in the strange Cambridgeshire town of March. It was spirited stuff considering the epic journey we'd just endured — we turned up for the kick-off nearly two hours late! Quickly changing into our chosen national team T-shirts (Chris — Chile, Miles — Holland, Steve — Costa Rica, James — England, Phil — Denmark) we were ushered into the 'stadium' to cheers of 'Oh, you're here at last!' Unperturbed, and after trying out the free beverages on offer, we sized up the opposition. There were many familiar faces from rival magazine firms, most of the Sensible programmers, and *Gamesmaster* presenter Dominik Diamond, not showing the slightest tinge of embarrassment in his blue Scotland shirt. He was closely followed by a TV crew who were filming the event for Sky TV's *Games World* programme (shown at 6pm on 13 April).

21 human players were competing, with three computer sides making up the numbers. But just who would we be drawn against in our

first group matches? The tension grew as numbered balls were plucked from a bag and the six groups were slowly filled with four teams each. Knowing Scotland's previous World Cup record, Chris was overjoyed to be drawn in the same group as Dominik Diamond.

However, Steve and myself were none too pleased at being in the same group as each other. The situation became more strained when Steve only managed a draw in his opening match against Rick Henderson (Cameroon) from Hewland TV Productions. Briefly peering over to the other tables, I noticed Chris doing slightly better. His arms went up as he thrashed Dominik Diamond 5-1, despite the glare of the TV camera. Cries of astonishment (and many cheers) went up as James beat Future's Andy Nuttall 9-0!

## Winning ways

Back in our group, I was up next against Frank O'Connor (Japan) from Europress. His Scottish accent filled me with hope and I duly thrashed him 4-0. Both Steve and I easily won our next matches against our two rivals, so were virtually assured of qualifying. Meanwhile,

Chris, Miles and James were dominating their groups.

However, the final matches in each group were to be played on Sensible's enormous TV, so everyone could watch. And to ensure there were no dirty tricks, the opponents sat at separate tables, each with their own monitor. The atmosphere was heightened by the classic guitar-playing of Jimi Hendrix blaring from the PA system. One by one, the final matches were played with the crowd booing and cheering accordingly. Unaffected by the pressure, Chris, Miles and James all won their games to top their groups. Even Dominik came good, thrashing computer-controlled San Marino to qualify for the next round. Finally, Steve and I had to play a grudge match. Although the pressure was off, it was a really physical battle, ending up 2-2.

## It's a knockout

It had all been relatively easy so far, but now came the real pressure: the knockout stage. One mistake and it could be tournament over,

“ At the end of the football the w...”





**GERMANY 0 DENMARK 2**



eventually winning 7-6 on penalties. He was in the final, but who would he face?

Wishing each other the best of luck, James and I sat down to play the decisive game. Luckily it was I who got on top by scoring the all-important first goal. Despite having a defender sent off, I played well to win 3-1. It took victory against Brazil in the third-place play-off to put a smile on James's face again.



■ (Above-left) Phil bends a shot round the keeper to score in the final. (Above) After winning 2-0, Phil shakes hands with opponent, Jason Dutton of Europress.

**On top of the world**

Following pre-match TV interviews, Jason and I prepared for the World Cup final. Dominik Diamond was doing a full match commentary and got carried away as the ball zipped from end to end. Crossing the ball in from the wing, I collected it in the box, and swerved it past the goalie into the corner of the net! A cheer went up, followed by another a couple of minutes later as I knocked in a second goal. Surely it was all over now, and it was. I vigorously defended my lead from Jason's spirited attacks, with goalkeeper Schmeichel making some important saves.

I collapsed into my chair as the ref blew the final whistle... I had won the World Cup! Holding the trophy aloft, to the strains of Pavarotti, the emotion of

the occasion got the better of me and a classic cliché emerged from my lips: 'At the end of the day, football was the winner!' Really, though, at the end of the day, AMIGA FORCE was the winner. We all won our groups (apart from Steve) and went on to take first and third in the tournament. Being modest folks, of course, we don't want to boast about our already proven gamesplaying expertise, but we'd just like to say to our media rivals, 'We stuffed you all, proper!

# WON THE WORLD CUP!



as Miles discovered when playing Sensible's Jools (Korea). He let in a silly goal and spent the rest of the match doing pretty passing but going nowhere near scoring!

After watching Dominik show a dramatic improvement in form in thrashing Sensible's Chris Chapman 7-4, I took the hot seat for my match against computer team

Venezuela. Thinking it'd be easy, I substituted both my star

forwards to prevent them

getting any yellow/red cards.

This decision almost proved

fatal as I struggled for most

of the match without

scoring. After surviving a

few close computer attacks

it was with relief that I finally

hit the onion sack to win by a single goal.

The AF crew had their hopes dashed again when Chris went down 4-2 to Jon Hare's Uganda. Thankfully, Steve restored morale by beating Sensible's Chris Yates (Egypt), before James cruised to a 4-0 victory over Future's Maff Evans (Italy). The celebrations were short-lived when, in the first quarter final, an out-of-sorts Steve let in

a couple of soft goals by Paul Lakin (Brazil) of Dennis Publishing, to lose 2-0 (Okay, I admit it... I was p\*\*\*\*d! — Steve).

**Then there were two...**

The hopes of the AMIGA FORCE team now rested with James and me. Drawn against Dominik Diamond's Scotland, I was heartened when he virtually admitted defeat in his TV link. However, I had the disadvantage of having the camera in my face — he was used to it. I was therefore glad to score a quick goal to relieve the pressure. It was no walkover, however, and I was pleased to shake the big guy's hand after my 3-1 win.

James also cruised into the semi-finals, avenging Miles's defeat (and his own in the AF#4 challenge) by beating Jools's Korea 4-1. But dreams of an all-AMIGA FORCE final were shattered when we discovered we were playing each other in the semi. First, though, we had to watch the tightest match of the tournament, between Europress's Jason Dutton (Germany) and Dennis's Paul Lakin (Brazil). The tension was unbearable as the match went to extra time, with Jason

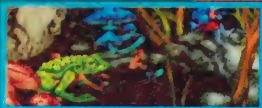
**On the day, it was all over!**





# WE'LL SHOW YOU

One of the year's most prestigious events on the computer software calendar is the ECTS show. Everyone who's anyone in the computer industry (and quite a few nobodies) gather at North London's Business Design Centre for three days of wheeling and dealing, with a spot of wining and dining thrown in to lubricate the wheels of industry. As it's a 'trade-only' event you're unlikely to have made it along to this spring's little shindig, but don't feel left out — Steve 'Shurley Shome Mishtake' Shields reports on what went down... and what's coming up!



## ADVENTURESOF

The team who developed *Waxworks* and both *Elvira* games on the Amiga, Adventure Soft, were exhibiting a PC version of their forthcoming title, *Simon The Sorcerer*. We're loath to preview any PC product here at Amiga Force; experience dictates that differences between PC and Amiga versions can be just too great for an accurate account of how the Amiga game will look/run/play etc. In this case, however, we'll make an exception, especially as an A1200-enhanced version is planned which should duplicate the PCs pristine graphics right down to the last pixel. Anyway, in a point-and-click adventure such as this, it's the puzzles and characters which count... and *Simon The Sorcerer* has plenty of both.

Set in a fantasy world of dragons and trolls, the player takes control of 14-year-old Simon as he attempts to save the the good wizard Calypso from impending doom. The *Monkey Island* games have obviously been the inspiration, as the same humorous approach and very similar control methods are evident throughout. Wacky characters lurk around the most unlikely corners, but the dreaded 'instant death' syndrome is, thankfully, missing entirely. In fact, *STS* is one of the most user-friendly adventures I've seen, and I for one eagerly await its Amiga debut towards the end of Summer...



## CODEMASTERS

The bastions of budget software didn't have a lot to offer thrifty Amiga owners at the show. Concentrating on the consoles for the time being (traitors!) the best bit of news seemed to be that their fantastic NES hit, *Micro Machines*, is set for conversion.

For those who've never heard of it, *Micro Machines* is a viewed-from-above one or two-player racing game featuring a total of 27 different tracks and a range of vehicles to manipulate (including sports cars, dune buggies, helicopters and even speedboats). Each of the vehicles is based on one of the minute Micro Machine toys. As such, races take place over a variety of imaginative tracks, from bath-tubs (watch out for the plug hole!) to snooker and breakfast tables (pew, those Bran Flakes go right through you!). No release date has yet been set, but watch this space for further developments.

Other than that, the only Amiga game scheduled for release from the Codies catalogue was *Firehawk*. Previewed last issue, the game is a predominantly overhead-view helicopter sim type thing, with strategic elements thrown in. I had a little go and liked it, although from what I could see the gameplay still needed minor tweaking. Still very much 'in development' at the moment, look out for our forthright, honest and in-depth review when the game is completed some time this summer.



# HOW RS.

## PREVIEW FEATURE

### CYBERDREAMS

Relatively new to the UK Amiga scene, Cyberdreams have only released one game to date. They made their most auspicious debut with the H R Geiger-inspired fantasy adventure *Darkseed* a while back, and now look set to follow it up with an absolutely astonishing space-race game called *Cyberace*.

A rolling demo running on a top-of-the-range PC was all there was to show, as the game is still in development — but from what I saw it looks as if it'll be a blast and a half. Where as *Darkseed* relied heavily on Alien-creator H R Giger's input, *Cyberace* looks to futurist artist Syd Mead for its inspiration. Responsible for such cinematic smashes as *Blade Runner*, *Tron*, *2010* and *Star Trek: The Motion Picture*, Mr Mead's credentials couldn't be better — the illustrations you see here are just some of the ideas he had when thinking up the story line for *Cyberace*!

Featuring a variety of ray-traced vehicles (which can be customised by the player), super-fast Voxel landscapes and a host of eye-popping cinematic in-game sequences, this one looks all set to wow the Amiga-gaming public when it hits the shelves towards the end of the year.



■ The first Oliver Twins shoot-'em-up is set to blast onto the Amiga very shortly. *Dizzy Goes Mad With An AK47*... whoops, it's *Firehawk*!

### CORE DESIGN

Core Design's PR supremo, Richard Barclay, was as wistful as ever when I visited their stand at 10 am on Monday morning (or perhaps he, like many, was simply hung-over from the Awards Ceremony the night before?). Headaches aside, though, he had some interesting news to depart regarding their forthcoming title, *Darkmere*: it's still not ready!

Previewed way back in our phenomenal first issue, the entire team have been awaiting the release of this isometric 3-D slash-'n'-collect-'em-up with high hopes. And from the early preview version I played at the show, we're all going to have to wait that little bit longer — although lookin' good, *Darkmere* is a long way off completion.

Slated for a release some time in June, Core's *Blastar* certainly looks like one to watch. A frenzied space-based shoot-'em-up incorporating a host of power-ups and different enemies, this one should appeal to all fans of the genre, who seem to have been sadly neglected of late...

Later this summer we can also expect to

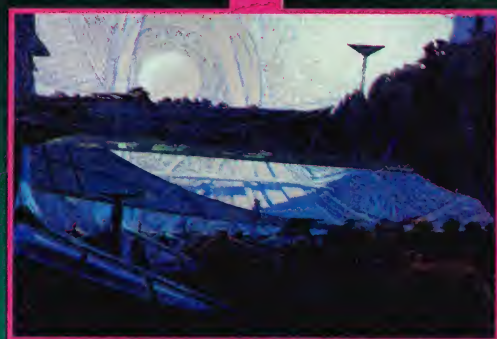


see the weird (and hopefully wonderful) *Bubba 'n' Stix*. A horizontally-scrolling puzzler, this one has the player controlling a hapless delivery man (Bubba) as he attempts to find his way back to Earth (he was kidnapped by aliens, y'see).

Accompanied on his travels by a friendly alien 'stick', Bubba has to manipulate his twiggy pal in a number of ways in order to traverse the landscape. Not only can the stick be used to bash baddies around the bonce, it also comes in handy as a snooker cue, lever, tightrope balance, javelin, baseball bat and handy platform! Odd, but intriguing all the same.



Core's two September releases are *Wonder Dog* (a conversion of the Mega CD title) and *Curse Of Enchantia II* (a working title for the sequel to Core's absorbing-if-a-little-frustrating point-and-click adventure). Details are somewhat



■ Cyberpunk makes a comeback with the *Blade Runner*-style *Cyberace*, where conflicts are solved by futuristic motor races.





# DIGITAL INTEGRATION

**F**light sim experts Digital Integration were another company using a PC to show their wares, in this case the hugely impressive *Tornado*.

An exact release date for the Amiga version was impossible to glean from the press pack or friendly folk manning the stand, although I can tell you that in the game the player is given the choice of completing missions alone, or (more interestingly) going head-to-head with a friend. With its stunning attention to detail — you should've seen the ground-based installations zip past! — and excellent graphics, the PC version was a real crowd puller, but will the Amiga be able to handle it with the same aplomb? Find out here, folks, where all will be revealed in the fullness of time.



**D**omark have been a bit quiet on the Amiga front of late, but all that's about to change with the announcement of four new releases. First off we find *International Rugby Challenge*, a sequel to their successful *Rugby — World Cup*. Management over-



Player	Points	Goals	Penalties	Drop Goals
BRIDGMAN	10	2	0	0
BRIDGMAN	10	2	0	0
BRIDGMAN	10	2	0	0
BRIDGMAN	10	2	0	0
BRIDGMAN	10	2	0	0
BRIDGMAN	10	2	0	0
BRIDGMAN	10	2	0	0
BRIDGMAN	10	2	0	0
BRIDGMAN	10	2	0	0
BRIDGMAN	10	2	0	0

tones are present throughout, but better animation and a special 'replay' feature should dazzle fans of the rough-and-tumble sport still further. Play friendly matches, organise your own tours, or enter any of the big three cup competitions — all without getting your knees dirty!

Further. Play friendly matches, organise your own tours, or enter any of the big three cup competitions — all without getting your knees dirty!



BOTHENBURG	10	2	0	0
BRISBENHOPPERS	10	2	0	0
LOK SOFIA	10	2	0	0
LOKOHOTIVE	10	2	0	0
MACCABI	10	2	0	0
RED STAR	10	2	0	0
VIENNA	10	2	0	0
VIF FOOTBALL	10	2	0	0
INTER	10	2	0	0
HONVED	10	2	0	0
PEV	10	2	0	0
REVJURIV	10	2	0	0
DYNAMO S	10	2	0	0
WATERFORD	10	2	0	0
COLERAINE	10	2	0	0
DUNDEE UTD	10	2	0	0

Next on the agenda we have *Championship Manager '93*, an up-dated an eminently more playable follow-up to the original *Championship Manager*. Some of the new features include player loan information, improved use of scouts, the ability to select a penalty taker, man of the match awards, manager salary (or lack of it if your team's rubbish!), new digitised sound effects, the inclusion of the new back-pass rule and,



wait for it, it all runs a lot faster! Review soon, promise!

*Formula 1 Championships* won't be with us for a little while, although I can tell you that it's being programmed by Lankor over in France. Responsible for the much underrated *Vroom*, this one should be something special. With split-screen head-to-head burn ups and, the makers claim, 'the most advanced artificial-intelligence drivers that have ever been programmed', you'll have to wait until the end of August before you can get your motor running. Oh yeah, all three games will be released boasting the reasonable price tag of £25.99.

Probably *the* most exciting new release due to hit the Amiga this year is Domark's tantalising *Flight-Sim Tool Kit*. Yes, a program that allows the user to design and play their very own high-powered flight sims is certainly something that sounds all set to really take off! No price has been set yet, and details are vague — I am assured, however, that flight sim junkies will be well catered for. Design your own planes, cockpit and even 'head up displays', then create the terrain! Rebuild your home town using the program's data disk (which includes ready-made buildings and vehicles etc, if you can't be bothered to draw your own), then take to the skies and bomb it to bits! Excellent stuff, our breath is well and truly baited.



# DMI/GLOBAL SOFTWARE

**M**uch muttering and gnashing of teeth was to be heard at the DMI stand, as a wary software industry decided to ask the programmers of Global's forthcoming platformer to change its name. *Dong*, they decided, was just not to their liking... so a hastily re-named *Donk* was making its debut. The game's not finished yet, but features a ninja duck battling his way through oodles of action in the tried and tested platform mould — with the added bonus of a two-player simultaneous play option (using a split screen). As you can see from the shots, the graphics are cute and colourful and very consolesque. The most difficult thing about writing a platformer nowadays is making your game stand out from the crowd. In these

everyone's cloning the latest £40-a-throw plug-in effort. It remains to be seen whether *Donk* will cut that particular mustard seed, but as it costs a mere £15.99 it's enough to make console owners as sick as a parrot (or even a duck)...

DMI's other big new release was also causing quite a stir. Developed by top Shareware programmers Vision (of *Microbes* and *Cybernetix* fame), *Woody's World* features more than 60 levels to explore, over 20 graphical styles, masses of hidden rooms, bonuses and over an hour of background music.

Like all cutesy *Marioesque* platformers, *Woody's World* has a whole host of power-ups and devices. The power-ups are hidden in 'heart' blocks which Woody bangs with his

cartridge-dominated days

head, just like Nintendo's dungareed drip. Grabbing a sceptre transforms him into Prince Woody, with greater jumping power and a mean kick to dispatch his enemies. A crown turns him into King Woody, again with longer leaps but with stars to fire at his foes instead of the kick. 'We've decided



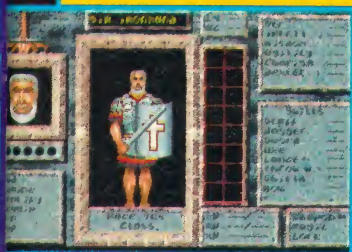




## GRANDSLAM

The message from stand G23 at the show had to be wham, bam, thank you Grandslam! A goodly number of new releases were being hyped, the following should all become available over the coming months:

**Liverpool** is a dedicated footy sim featuring both the FA Premier League Championship AND the FA Cup. A one or two-player game with unique parallax views of the pitch, only one question now remains — will it beat *Sensible Soccer* at its own game!?



Billed as 'The Role Playing game for people who hate Role Playing games', Grandslam's **Realms Of Darkness** does indeed appear to be a somewhat superior piece of software. Incorporating a whole host of neat features (such as multifaceted views of the gameworld, arcade adventure sections, detailed conversations and realistic weather conditions), the only thing that seems all-too-familiar is the story line. And I don't mean it's just another 'kill the evil magician and

rescue the princess'-type tale either, I mean that I'm sure I've read it before (possibly a story by Michael Moorcock?). Anyway, the game looks like it's going to fulfil its promise of luring RPGaphobes into the vast and complex world of roleplaying with panache.

**Tensai**, on the other hand, isn't out to convert anyone. Set in a post-apocalyptic world literally crawling with mutants, the aim of the game is to locate them, yes you guessed, annihilate an evil madman. With beautifully rendered, parallax backdrops, a huge array of different weapons and a clever magic system, we're expecting great things of this.



Finally from Grandslam we have **The Seventh Sword Of Mendor**. Another RPG Adventure, this one too has a

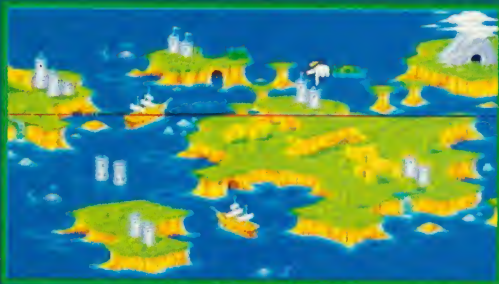
detailed isometric 3-D playing area ('not just caves and dungeons' either, the sales blurb is quick to point out). A special A1200-only version is already in development, which will feature 256 colour graphics, but the normal 16-bit game doesn't look like it'll suffer any problems during the downgrade: Over 100 creatures to interact with, around 100 spells to cast, up to seven members in each party, digitised sound and character speech are all promised. Let's hope they're as good as their word, eh?

**STOP PRESS:** Grandslam have just announced that, although **Realms O D** and **Seventh S O M** are both excellent games in their own right, they've got a further release planned that is '...even better than both games put together!' Naturally, the powers that be over at Grandslam are being more than a little tight-lipped regarding specific details, but they've guaranteed that we'll be the first to know come the time. Argh! I hate secrets!



to take the standard 1Meg Amiga and fit as much game into this configuration as possible,' said a spokesman for the programming team. 'Without paying too much attention to the current batch of Amiga platformers, we've tried to develop a unique style in *Woody's World*. From the graphics and music through to the layout of the levels, all of our design decisions were aimed at creating an expansive game environment to challenge the player.'

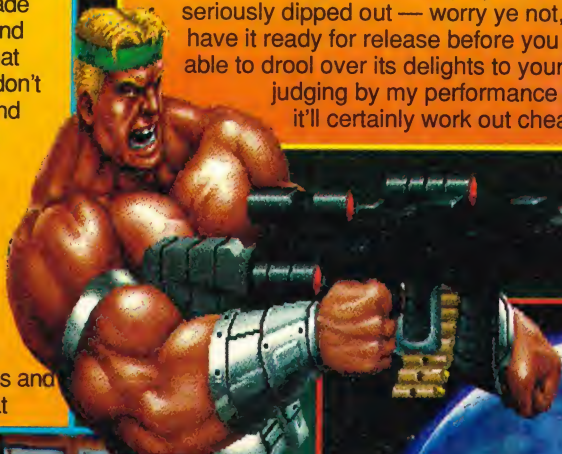
Unique? That's no small claim in these consolesque, platform-laden times, so will the game live up to it? We can only hope. *Woody's World* is to be marketed by DMI under their Global label, and will retail at £25.99.



## PREVIEW FEATURE

### ICE

Possibly the most over-the-top no-holds-barred blast-'em-to-bits extravaganza we're going to see this year is **Total Carnage**. For those who've played the coin-op there'll be no point in harping on and on about just how mind-blowingly violent the game is, nor how hysterical. Yep, if you haven't played it in the arcades you've seriously dipped out — worry ye not, though, as ICE should have it ready for release before you know it, so you'll be able to drool over its delights to your heart's content. And judging by my performance the last time I played it, it'll certainly work out cheaper to play it at home!



## IMPRESSIONS

**F**ighter Command made a very good impression (groan) when it hit the Amiga a while back; now the company have completely overhauled the game and re-released it under the title **Air Force Commander**. Gameplay has been extensively tweaked, along with the graphics, interface, everything really. A data disk is also now included in the package, which has 28 scenarios ranging from Yom Kippur to the Gulf War. There's also a WWII module which enables the player to re-enact The Battle Of Britain, as well as a number of 'what if' situations. Fans of the original shouldn't hesitate...

In addition, Impressions are planning to launch an Amiga version of their PC smash strategy game **When Two Worlds War** — an absorbing space-based war game with a number of fascinating features. How the conversion will work out is anybody's guess, but it looks like it may have to be an A1200-only release due to the sheer volume of information that needs to be processed during play.

Two further releases are planned; **Rules Of Engagement II** and **The Blue And The Gray** — both will get the A-Force treatment as soon as we see 'em...



## KRISALIS

One of the biggest attractions at the Krisalis stand was, justifiably, *Arabian Nights*. We reviewed this pristine platformer last issue (and are tipping it in this) so I'll concentrate on the newbies...

Regular readers will know of *Soccer Kid* already. Krisalis have been running 'teaser' ads in most of the Amiga mags for some time (ours being no exception), and we also previewed the title in Issue 3. Basically another platform game, where *Soccer kid* differs is in the control method.

As your character is 'armed' with a football it's not just running and jumping; dribbling, heading, bouncing on and even overhead-kicking the ball is all essential to your progress, and the character animation among the best we've seen. Most levels are now completed with only the odd minor adjustment to be made before it's ready for release. Over 'ere then, Krisalis, on the 'lead!

Yet another PC-based RPG, *The Lost Kingdoms*, also looks likely to receive the Amiga conversion treatment. A sprawling fantasy which pitches the forces of good against the forces of yawn... sorry, evil! Seriously, it looks like a real challenge — let's just hope they manage it.



## MICROPROSE

Masses of mega-lookin' Microprose stuff is in development, some of it very near completion. Without further ado, then, let's see what they've got in the order they'll be coming...

Developed by the *Knights Of The Sky* team, *Gunship 2000* promises to be one of the fastest flight sims ever. Featuring up to eight choppers, you fly one crate while giving orders to the other members of your squadron.

A close conversion of the PC original, the programmers claim it runs at almost the same speed. Instead of doing a direct port they completely rewrote the game engine into something far more Amiga-friendly, giving it an update almost unparalleled in flight sims.

Another common complaint with fliers is the scenery — all too often it's just a monochrome mass, with the odd road on offer in hi-res mode if you're lucky. As you can see from the screenshots, *Gunship* isn't having any of it and looks a real treat for the eyes.

Any Microprose flight sim is worth looking forward to, but short of a disaster *Gunship 2000* will, even by their standards, be outstanding. Watch this space for a full review — soon!

Also slated for a 'soon' release is *Ancient Art Of War In The Skies*, a peculiar yet oddly fascinating strategy-action game. Featuring 40 levels of fictional, and historically accurate scenarios (as well as a handy level editor so you can design your

own), the game combines military planning with arcade skills in equal measure. Select a route for your fighters and bombers over the scrolling landscape, then prepare for close-up gun battles and bombing raids. The Red Baron, Kaiser Wilhelm and General Foch all pop up in the proceedings — it's your job to pop them down!

Later this year we can hope to see what should by all rights be a true classic. *Dogfight* takes the simple premise that what flight sim fans love most is air-to-air combat, and the entire game has been developed around that presumption. I think they're right, and just can't wait to select from a generous 12 planes (from the Sopwith Camel to an F-16A Falcon), which can be put into battle with one another, or you can fight with any combination. Sadly, it looks like it'll be a one-player-only game, but with the opportunity of attempting to outsmart a Harrier jet armed with heat-seeking missiles in a WWII Spitfire, well, it seems a small price to pay.

Later still in the year our Amigas will be graced with the delights of *The Legacy* (an RPG being developed by Microprose and the magnificent Magnetic Scrolls, set in a haunted house); *Fields Of Glory* (a 'military action game', taking place in the 100 days after Napoleon regained the French throne); and *A.T.A.C* (another strategy game with flight sim overtones, this time you're up against the combined might of five ruthless Columbian drug barons. High-flying stuff indeed, by the sounds of it).

## LORICIEL

Perhaps I was a little worse for wear by the time I got round to meeting Loriciel's charming PR lady (it *had* been a long day), or maybe her sexy French accent was putting me off — whatever, I ended up back at the office with a copy of their latest release, *Entity*, which comes on four disks. Only trouble, though, was that I had somehow managed to collect disk one, disk three, and *two* disk fours! Infuriating, but at least I'm honest...

Anyway, the intro looks great and Loriciel have promised to supply my missing second disk in time for review this ish. Fingers crossed, it'll get here in time (if only my eyes hadn't been crossed when I picked it up originally!).



## MILLENNIUM INTERACTIVE

If you're lucky enough to already own an Amiga 1200 then Millennium is a name you should be looking out for. If you haven't upgraded to the new 32-bit marvel, though, then this company could soon be the catalyst you've been waiting for. Just check out these forthcoming titles:

*Metamorphosis* is the working title for a game that'll be released on both 16 and 32-bit formats, and takes the form of a platform puzzler. We've only seen static screen shots so far, but can tell you that there'll be five main sections divided into many subsections,





MINDSCAPE

God alone knows how people can wear ridiculous outfits, then strut about a busy trade fair all day without going totally insane. I don't know, but the guy/girl who had to dress up as Mindscape's **Alfred Chicken** at the ECTS show deserves a medal — or a padded cell?

Despite the pecker-headed PR wheeze, the game itself looks like a laugh-and-a-half.

In it, you control Alfred as he sets about eleven platform-filled levels in search of young Billy Egg (who's been kidnapped by the mischievous Meka-Chickens) and, ultimately, Floella (Alfred's girlfriend). Already out for the Nintendo Gameboy (ptool), we anxiously



await its arrival on the Amiga...

**Battletoads**, too, is due out any time now, and plays remarkably well considering its turtle-type theme. Loads of colourful levels demanding various different arcade skills should ensure a healthy reception.



Finally from Mindscape there's **Liberation**. Programmers Tony Crowther and Ross Goodley were on hand to give me a sneak peek at their efforts thus far, and I



must say I'm suitably impressed. A gigantic 'cyberpunk' adventure utilising a unique 'Vectomap' imaging system (which allows high-resolution vector graphics to move at an alarming pace), the game is due out soon. With over 36,000 possible locations to discover in each of the randomly generated



cities, this ain't going to be gathering dust after a fortnight, no way!



OCEAN

Strange, but Ocean weren't talking about **FA Premier League** at the show. Originally titled *World Class Soccer*, Audiogenic planned to publish this last summer, but after a few setbacks they decided not to release it at all. Ocean bought up the code, slapped on a big-name licence and... suffered more setbacks. Yes folks, this one's on hold yet again!

Wisely avoiding the *Kick Off 2* approach cornered by *Sensible Soccer*, *FA Premier League* features *Microprose Soccer*-style action where the ball sticks to your feet when dribbling. It also has two different perspectives: a *Sensible/Gazza 2* vertical pitch and an *Emlyn Hughes/Match Day* horizontal scroller. You can change the viewpoint at any stage, even during a match.

Even after *Sensible* there's room for a blinding arcadey, *Microprose*-style soccer sim. Whether this one hits the back of the net remains to be seen, but it can't play any worse than Swansea!



lift it out of the handicap league and plonk it firmly into professional status. I only got to give the PC version a whirl at the show (bah!), but if the Amiga incarnations play

anywhere near as well there'll be cries of 'Fore' rebounding off the office walls for weeks!

Also from the mighty Ocean we find **Burnin' Rubber** — a

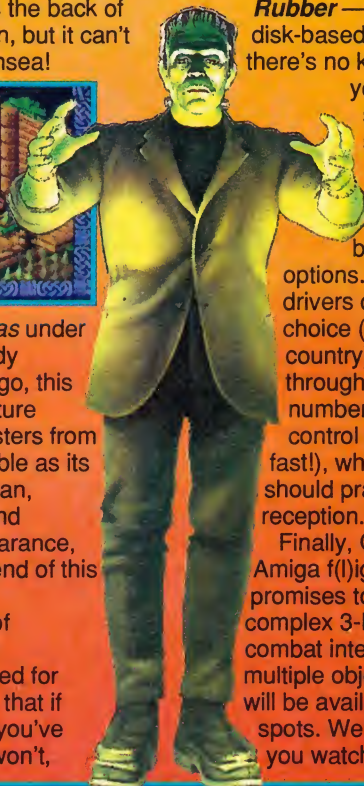
disk-based safe sex manual that... ah, there's no kidding you, is there? Besides, you've probably seen the screenshots by now. Released simultaneously (and both at £25.99) the 16 and 32-bit versions of this ace-looking driving game will present would-be boy-racers with a number of options. Set in both the UK and USA, drivers can select the vehicle of their choice (out of a possible six in each country), decide which route to take through each stage, personalise their number plates and select their own control method. Graphics look clear (and fast!), while the various options available should practically guarantee a healthy reception.

Finally, Ocean are planning a 32-bit Amiga f(l)ight sim called **Inferno**, which promises to provide 'revolutionary highly complex 3-D environments, unique enemy combat intelligence and approximately 200 multiple objectives'. Three different aircraft will be available over eight global trouble spots. We'll keep our ears to the ground, you watch the skies, okay?



**Universal Monsters** was under discussion, though. Already previewed an ish or two ago, this is an isometric 3-D adventure using famous movie monsters from the Universal Pictures stable as its central theme. The Wolfman, Frankenstein's Monster and Dracula all make an appearance, as does the game at the end of this month.

16 and 32-bit versions of **International Open Golf Championship** are planned for mid-June, and I could say that if you've seen one golf sim you've seen 'em all. I could, but won't,



and the 32-bit job will feature 256 colours. Due out any day now...

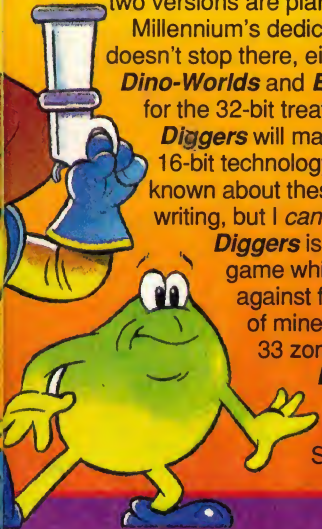
Millennium are also releasing up-dated specially enhanced A1200 versions of both **James Pond** games (we prefer the first), and work is already well under way on **James Pond 3 — Operation Starfish**. This promises to be the best *Pond* outing to date, and again two versions are planned.

Millennium's dedication to the A1200 doesn't stop there, either. **Diggers**, **Dino-Worlds** and **Beastball** are all set for the 32-bit treatment, only

**Diggers** will make use of existing 16-bit technology. Not much is known about these three at time of writing, but I can tell you that

**Diggers** is an arcade/strategy game which will pit your wits against four different races of miners, over (below?) 33 zones, while

**Beastball** will be a 'brutal sports game for two players'. Sounds great!





# PSYGNOSIS

**B**ike games have a very chequered past on the Amiga. Sure, there was *Super Hang-On* and Microstyle's *RVF Honda*, but what about the disastrous *Red Zone*? A perfect simulation of riding a bike over polished ice! Electronic Arts's conversion of their Mega Drive marvel *Road Rash* was disappointing too. In fact, only Thalio's excellent *No Second Prize* had any real guts to it, so Psygnosis's *Prime Mover* could be onto a real winner.

A racer ain't a racer without bags of speed (remember the sloth-like *Chase HQ?*), and *Prime Mover* has plenty of it — it's even faster than *Vroom!* Unnecessary frills are dispensed with, leaving a great sense of pace, believable road effects and backdrops you wouldn't think possible on a game this fast.

Programmed by the Danish group Interactivision, *Prime Mover* hits the shelves this month. If the early demos are anything to go by it'll be a real killer, but with



*Super Hang-On* and *RVF Honda* both on budget it'll have to be.

*Combat Air Patrol* was

previewed last issue, and we still haven't got a finished copy, but *Creepers* is new to us. Another 'classic'

Psygnosis puzzle game, this time you're attempting to save a bunch of cretinous caterpillars as they inch (worm) around 70 devious levels.

Difficulty levels are provided for the pro and novice, while

fans, trampolines and the rest of the standard Psygy devices must be used if your wards are ever going to turn into beautiful butterflies. Sound familiar?



# RENEGADE

**R**enegade are in a precarious position at the moment: Probably the *only* software house with no dodgy releases to blot their copy book, the Amiga world is watching with anxious trepidation, awaiting their next release. Hopefully, *Uridium II* won't disappoint when it arrives in time for review next issue. Conceived and written by the hugely talented Andrew Braybrook, Renegade assure us it'll set the standards by which all other shoot-'em-ups are measured. 'We'll be the judge of that' I told 'em and, after the sterling job we did on their *Chaos Engine* maps last issue, they said we were welcome to be!

Much later in the year we can expect a



console-style platformer called *Ruff & Tumble*, which promises to be a highly playable little number showcasing top-notch sound and graphics. Put together by programming team WunderKind, you'll have to wait till October for the lowdown.

Last, but by no means least, we have *Sensible World Of Soccer*. Yes, a sequel to the magnificent *Sensible Soccer* is on the drawing board, but not even our friends at Sensible Software will tell us anything about it! All I can say is that it's expected to appear in time for Christmas this year, and it'll incorporate a 'dazzling array' of new features. Check out Phil's report on our trouncing of the Sensible team (plus a few minor Amiga mags!) in this very issue... and you'll see we're not joking when we say that this is the game we've all been waiting for.



**Do not pass go, do not collect £200, do not kerb-crawl along the Old Kent Road. It's the best board game of all time: Monopoly!**



# SUPERVISION

**S**et up as the computer arm of toy manufacturers Waddingtons, Supervision are a new company who promise to provide only top-quality software, and bring the first disk-based sex manual to the Amiga (and this time I'm not joking!).

To kick off, they're all set to release a brand new version of the wrinkly board game *Monopoly* to our screens. Select any of eight characters and storm around town buying land and building houses. The graphics for each location reflect the asking price (the Old Kent Road appears as a run-down slum, for example, while Mayfair is a swanky luxury land of grand hotels etc), and a handy save-game feature has been included so you don't have to leave your machine running when mum says it's time for tea. We're expecting a finished version soon, but it's Supervision's *Lovers Guide* that most of the lads here at the office are looking forward to the most.

I kid you not when I say that Dr Andrew Stanway's blockbusting video is about to receive the Amiga treatment, so let's get all the three-and-a-half-inch floppy jokes over with before we begin, okay? Divided into nine 'chapters' which instruct all budding Romeo and Juliets in the arts of classy bonking, I've been assured that the program will be a 'sensitive yet forthright guide' to human sexual relationships (What? No animals!? — The A-Force team). Safe sex is fully explained, and an edit facility will even enable parents and teachers to use it as an educational tool (pardon the pun). So the next time little Jimmy asks 'where do I come from?', you can answer 'go and play with your Amiga and find out!'



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# PREVIEW FEATURE

CANNON



FODDER



■ Sensible Software's *Cannon Fodder* offers varied viewpoints and frenetic shoot-'em-up action.



## VIRGIN GAMES

Virgin have a hectic release schedule to follow over the coming months, with no less than five new games in various stages of completion. First of these is *Goal*, a soccer game developed by Dino Dini of *Kick Off* fame. From what we've heard so far it sounds like a potential Sensible-beater, with aftertouch, headers, scissor kicks and the ability to trap and dribble the ball. The game will also feature two views of the pitch; a close-up mode and more remote view can be toggled by the player, or left up to the computer which will automatically select between the two depending on circumstances. A rather natty replay mode is also included, allowing for rewind, fast forward and even frame-by-frame advance, while a management element has also been catered for which determines the ratings of each player in eight different skills (pace, stamina, aggression, etc). All in all it sounds just too good to be true — but will it perform as well on the day? Over to you, Brian...

Comic-book genius Dave Gibbons has teamed up with *Lure Of The Temptress* programmers Revolution to provide Virgin with *Beneath A Steel Sky*; a highly stylised 100-odd location adventure, with a story line that (for once!) is genuinely gripping. Virgin

boast that the game will 'really be something special', and who are we to argue? Oh yeah, a special A1200 version is also planned...

*Dune II* is currently in production, and the very able hands and minds behind the project belong to Westwood Studios (who gave us *Eye Of The Beholder* and *Kyrandia*). Described as 'a strategy-based resource management simulation with a heavy real-time combat element', this is the second adaptation of Frank Herbert's best-seller (let's hope it's better than the first).

Five levels of 'beefy blasting action' await your attention in Virgin's *Apocalypse*; a full-on all-out blastarama which sits the player at the controls of a sophisticated combat helicopter. Parallax scrolling, sampled multi-layered sound effects and gameplay worthy of an arcade machine are all faithfully promised. Let's pray that developers Miracle games keep their end of the bargain.

Finally from Virgin comes *Cannon Fodder*. Programmed by those madcap lads at Sensible Software, this one is expected to be BIG! 30 missions set over five different terrain types, sampled sounds galore and over 300 conscripts (many with different abilities) all conspire to provide some of the hottest — and hardest — scen-based action around. Out in the autumn, our trigger fingers are already itching in anticipation...



As ever, it was just impossible to get to see everyone who was exhibiting Amiga software at the show. My most humble apologies must go to all those whose games weren't mentioned in this feature. Sorry! If you'd like to submit any disks for evaluation in our previews section, though, please send them in and we'll try to redress the balance by printing loads of screenshots from them!

# GETTING THEIR JUST AWARDS

Each year, the ECTS show hosts its own special software awards ceremony. This show's bash was held at the Limelight Club, and was a birrova let-down to be honest. We reckon this industry still needs a 'proper', high-profile Awards Night — something like the Oscars — which would stimulate national media interest and act as a showcase for up-and-coming talent within the industry. Ah well, looks like we'll just have to make do with what we've got for the time being. So, in no particular order at all, here are this year's winners:

### BEST SOUND TRACK

■ The Secret Of Monkey Island 2 — Le Chuck's Revenge (US Gold)

### BEST EDUCATION/PRODUCTIVITY PACKAGE

■ Where In The World Is Carmen Sandiego? (Electronic Arts)

### BEST ROLE PLAY/ADVENTURE GAME

■ The Secret Of Monkey Island 2 — Le Chuck's Revenge (US Gold)

### BEST GRAPHICS

■ Alone In The Dark (Infogrames)

### BEST SIMULATION

■ Formula One Grand Prix (Microprose)

### COMPUTE! AWARD

■ Links 386 Pro (Access)

### LOG IN AWARD

■ Alone In The Dark (Infogrames)

### BEST ACTION/ARCADE GAME

■ Street Fighter II (Capcom)

### ITALIAN GAME OF THE YEAR

■ Street Fighter II (Capcom)

### SPANISH GAME OF THE YEAR

■ Indiana Jones And The Fate Of Atlantis (US Gold)

### FRENCH GAME OF THE YEAR

■ Alone In The Dark (Infogrames)

### GERMAN GAME OF THE YEAR

■ The Secret Of Monkey Island 2 — Le Chuck's Revenge (US Gold)

### GOING LIVE! VIEWERS AWARD

■ Sonic The Hedgehog 2 (Sega)

### MOST ORIGINAL GAME

■ Alone In The Dark (Infogrames)

### BEST COMPUTER GAME

■ Indiana Jones And The Fate Of Atlantis (US Gold)

### BEST VIDEO GAME

■ Street Fighter II (Capcom)

### BEST HARDWARE

■ Super Nintendo (It's a fix! Worrabout the A1200?)

### OVERALL GAME OF THE YEAR

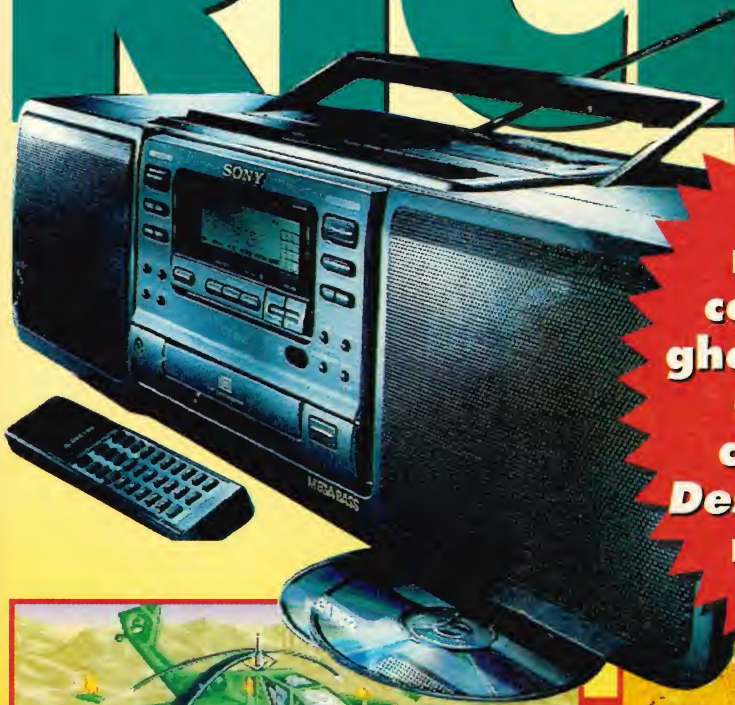
■ Street Fighter II (Capcom)

### SOFTWARE PUBLISHER OF THE YEAR

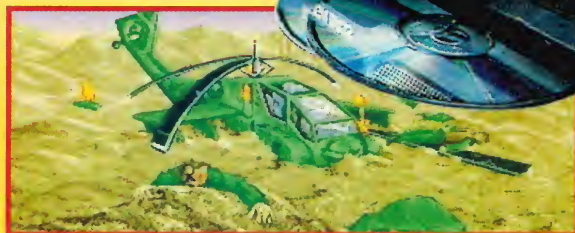
■ Electronic Arts



# STRIKE IT RICH!



A Sony remote-control CD ghettoblaster and ten copies of *Desert Strike* must be won!



**M**y mind was a turmoil, my stomach held in a tight knot. If I hadn't been too nervous to eat this morning, I'd probably have soiled my underwear.

Whatever they say back at Mission HQ, no amount of training can prepare you for this.

'Kshhhh... we're over enemy territory Sir... shkkk'. I'll never understand why Military Issue radios sound so blooming bad. My navigator sits a mere ten feet away and I can hardly hear him above the constant judda-judda-judda of the rotor blades, yet our Sony remote-control portable CD system picks up broadcasts from all over the country with crystal clarity. Releasing the joystick, I casually point the infra-red controller at the unit and press 'play'.

'You know that day destroys the night'... The choppers have changed since *Apocalypse Now*, but the music's back in fashion.

... 'night divides the day'...

A flash of sunlight flickers on the ground. The barrel of a gun or something less sinister? If only the desert sun wasn't so bright...

... 'try to run'...

Oh my God, it's an Iraqi with a bazooka. ARM CANNONS — Click click click. Oh no, we're empty!

... 'try to hide'...

'Kshhhhh — Bandits at One O'Clock, Sir — Shikk'. I know, you fool, I can see him! Pull back. PULL BACK! Incoming missile, take evasive action... we're hit!

... 'break on through to the other side'.

'Turn that noise down' said mum, giving me a look more evil than even Saddam could manage. 'Since you won that CD ghetto thingie in that *Desert Strike* competition we 'aven't been able to 'ear ourselves think' (you wouldn't believe it was HER tape I was listening to, would you?).

'And turn that bloody game off! We bought that computer to do yer 'omework on, not play 'elicopter games'.

Could YOU blast your way through the evil dictator's forces while listening to your fave raves on an ace remote-controlled CD ghettoblaster? If you think you've got what it takes, just answer this simple question...

**Who led the BRITISH forces in the Gulf?**

Answers on a postcard, and don't forget to slap your name and address on too. Send your entries to: **JUST DESERTS COMP, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.** And make sure it arrives by 30 June 1993.



# WIN A DREAM

## ...anywhere

Later this year one of our readers will be invited to go on a holiday of a lifetime – to just about anywhere in the world. It could see you basking in the Bahamas, or cruising in the Caribbean. It could be ambling around Australia, or night-clubbing in New York.

Even trekking in Tibet, or pottering around the Pyramids. Literally, the world is your oyster!

It could be a holiday for one. Or for a whole family. Just as you wish – providing the total cost comes to no more than £3,000.

How do you go about winning such a fantastic invitation? Simply by completing the coupon opposite and handing it in to your newsagent. He will then enter it for

this unique competition, in time for the draw which will take place on July 12.

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It will be entirely up to you to decide which is the right holiday to suit your tastes.

***And that's not all.*** As a thank you to your own newsagent, we will also be sending him two free tickets for a fabulous holiday in Paris, staying at a top hotel, going on a grand sightseeing tour and taking in a spectacular show at an exotic night club!



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## WHICH MAGAZINE FOR YOU?

**ACORN** – One of Britain's longest-running computer magazines, *Acorn Computing* (£2.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

**COMMODORE** – Three magazines serve the dedicated Amiga fraternity. For games players there is *Amiga Action* (£3.95) and *Amiga Force* (£1.95), while *Amiga Computing* (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in *Commodore Force* (£2.95).

**ATARI** – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) for gamers, with *Atari ST User* (£3.40) and *Atari ST Review* (£3.50) satisfying the more general ST owner.

**NINTENDO** – The whole of the ever-expanding Nintendo scene is covered by *N-Force* (£1.95), while dedicated fans of the Super NES have *Super Action* (99p) and for Game Boy freaks there's *GB Action* (99p).

**PC** – Most dynamic newcomer on the PC magazine scene is *PC Home* (£3.95), covering both business and leisure interests. *PC Today* (£3.95) is devoted to supplying practical solutions for the small businessman.

**SEGA** – All the Sega games machines have their champion in *Sega Force* (£1.95), with *Mega Action* (99p) serving the needs of Mega Drive owners (to be launched on May 20).



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# FORCE mails

**Bulging it may be, but the mail bag this issue appears to be crammed almost exclusively with cries of 'help'! We don't mind, of course: the Tips Bits section will simply have to get bigger — but a few decent missives regarding the state of the industry or mag wouldn't go amiss, y'know? Keep 'em coming to: Force 9 Mail, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

## BIG KIDS

We bought an Amiga 600 for our kids for Christmas (we all love it!), and with it we received ten free games, one of which was *Dungeon Quest* by Image Tech. We're mega-stuck on the drawbridge on the second disk! We've punched in every question we can think of, but to no avail.

On our way we've picked up a playing card, a coin, a bookcase, a sword, a shield, an adventurer's flint, a candle, a torch, a silk rose, an emerald ring, a code wheel and a bag of dragon nip. We've used the coin to cross the river in a boat, and used the code wheel once. Tea keeps being mentioned and tea leaves, a clue, but we've no idea why. We've asked our friends and at the local computer shops but no-one has even heard of the game. It would be brilliant if you could help us as we have been playing since October and are desperate to finish it.

**Ray Hargate & family, Bramley**  
PS. We think your mag's great, and sorry it's such a long letter.

■ Yet another cry for help — anybody got the answers?

**Steve**

## GIVE MY REGARDS TO... BONDI!

First of all, let me extend my congratulations on a great new mag. I bought Issue 1 and was thoroughly impressed. Your magazine only costs \$6.45 here, and the others retail from \$12.95 and upwards. Is your magazine issued monthly? I hope so. Your tips section is phenomenal, keep it up. My only gripe is that you don't cover the new releases as

## PUBLIC APPEAL

Could you please tell me where I can get decent PD software, demos and utilities, as I can't find anywhere that sells them? Can you please reply, as I'm desperate to get some PD software?

**P Oswell, Chadderton, Oldham**

■ Every month in AMIGA FORCE we run a PD section, and each column contains several 'contact points', usually giving the addresses of any PD companies whose games we're featuring (we don't cover utilities as we're a 100% games-only mag). Send an SAE to any of them and they'll happily post you their catalogues. So far we've given details on: Binary Zone, 17-Bit Software, Dataclan, 16/32 Club, Roberta Smith PD, Boot-Up PD and Deja Vu (the addresses of which are in the post to you as I type). If anyone knows of any more — or if you ARE a PD company and don't already submit disks to us for evaluation — we'd be delighted to hear from you.

**Steve**

## SIMPLY STREETS AHEAD

In Issue Three you said the dragon punch for Ryu/Ken (*Street Fighter II*) was hard to execute — it isn't. All you do is pull down on the joystick for two seconds, push up and press the fire button. Easy huh? (I think it's the dragon punch anyway)...

By the way, for the car smashing it's really easy if you're Blanka — just move to different

much as you could, and many here would rather not see reviews of PD stuff as most of it is naff anyway. I'm also hoping your later issues will include a letters section.

And now my request for help. I am in desperate need for some kind of cheat on *Persian Gulf Inferno*. Sure, the game's not one of the best, but I'd really like to finish it. Also, I'm having continual financial problems with *The Manager* — a huge influx of cash would make my day. Finally, could you also print how to do some of the fighter's special moves in *Street Fighter II*? The manual is just too complicated to follow; eg Ryu's 'power ball' and Guile's 'sonic boom' — I

## ON THE PULL

Correct me if I'm wrong, but don't you pull *back* on an aeroplane joystick to climb, and push *forward* to dive? Then why does the Quickshot Aviator stick work in the opposite way to a real one? Is it technical? Can I alter something to put it right? Also, I only ever use my A600 for games, especially simulations. Would a memory upgrade be of any benefit, and if so, in what way? Finally, why do programmers use mouse control instead of joystick even when the latter is more suitable, eg in *Epic*?

I'd be very grateful for your comments — and congratulations on a great mag.

**Brian Mitchell, Stoke on Trent**

■ Aha! An interesting letter at last. After a quick call to Quickshot I managed to glean the following info: First off, you've bought a dud! Yes, a 'very small number' of Aviator joysticks were found to be faulty and, unfortunately, some of these escaped onto

positions around it and electrify yourself.  
**Martin Hawkins, Solihull, W Mids**  
PS. I like the games with your subscription offer.

■ Cheers Martin, well worked out. According to the instructions that particular move is awkward in the extreme and, since your method appears to work perfectly, perhaps that is why we never actually managed to execute the move properly. Anyone know of any other moves that aren't included in the struccies?

**Steve**

## LOOKING FOR SOME ACTION?

Dear Sirs,  
I am writing to complain about the amount of advertisements in your magazine. Last month you printed Action Replay cheats, but this was quickly dropped. Please would you include this feature in future issues.

These are some of the games I need help with on the Action Replay — *Assassin*, *Lionheart*, *Alien Breed*, *Project X*, *Wolfchild*,

just can't do them!

Anyway, I hope you can solve some of my problems and I can't wait for Issue Two to hit the shelves here.

**Adam, NSW, Australia**

■ G'day, cobber, glad you like the mag. If anyone can help Adam out with the games he's stuck on, please do — I'll plonk any tips in the Tips Bits section, okay? Oh yeah, we only cover the *very best* PD games each month, so if you're strapped for cash at least there'll be one decent blast on offer...

**Steve**



the shelves before the mistake was spotted. Your stick *should*, of course, respond in the way you expect it to (ie 'back' for 'up' and 'forward' for 'down'). There are two options open to anyone who's purchased one of the ill-fated first batch. You can either dismantle the device yourself and simply swap the wires over at home — a 'very simple procedure', Quickshot claim — or return the faulty stick, along with a brief accompanying letter detailing the problems (and clearly stating your own name and address) to: Graham Walker, Quickshot Europe Ltd, Tariff Road, London N17 0EH. A replacement will be sent by return of post, at no extra cost, and Quickshot would like to apologise for any inconvenience caused. Okay, you're forgiven...

A memory upgrade wouldn't make any difference, as the A600 already has 1Mb and, to the best of our knowledge, no 16-bit Amiga games utilise any more than that. And mouse-controlled games? Who knows the workings of a programmer's mind?!

**Steve**

*Trolls, BC Kids and Joe And Mac.*

**Lee Mir, London**

■ When you complain about the 'amount of advertisements', I assume you mean that there are *too many* of them, and that the Action Replay feature was dropped in place of a last-minute ad. Well this isn't, in fact, the case. The Action Replay feature is an occasional item

## TOMORROW'S BATTLES

I've just bought the game *Future Wars* for my Amiga 500 and am having difficulty in getting anywhere. Not being one to read the manual, I immediately set about trying to save the world without the faintest idea why, never mind how. After I'd entered the building through the half-open window and collected the key, the insecticide, the plastic bag and filled the empty bucket with water from the tap, I found that I had a few problems. I can't get out of the room! I've tried everything, including using the insecticide on the boss, but to no avail. Eventually I actually resorted to looking at the manual only to discover that it gives you step-by-step instructions on how to get to the door and then says that you should carry on from there, exactly where I'm stuck!

I know you must think I am a complete dunce but I'm at my wits' end. Please could you help by printing my letter, or at least the relevant part, in your Tips Bits section?

**D J Wickes, Littleover, Derby**

■ A tad long for Tips Bits and, since I've played this one a bit myself, I'll help you out here. Basically, you need to get into the room on the right (not the boss's office). To do this use the full bucket of water on the door to the office. If you do it correctly, you'll see that your character places the full bucket atop the door (which is ajar). Now when you attempt to enter the room on the right, the boss comes out and gets a soaking... enabling you to slip in and see what's cooking (although it doesn't lead to a kitchen). This should see you firmly on your way, although if anyone has a complete solution I'd be grateful for it...

**Steve**

which, while helping A500 owners who also own one of Datel's little marvels, is wasted space for any A600-owning readers (there's no port on the A600 which will accept the cart) or A500 owners who don't have a cart. Obviously, you're one reader who definitely benefits from the column, and as such I'll make you deal: If I receive over 250 requests demanding that the Replay feature become regular, I'll do just that. If not it'll remain an occasional 'drop-in'... if 250 readers write in to say 'drop it completely', I'll have to comply. Comprene?

**Steve**

## CHEAT CHATTER

I'd like to know if I can send in cheats if they're not intended for the 'Tips Bits' section? If so, please could you print your address in the next issue?

I have some cheats that may prove crucial to fellow games players. The first is for *Shinobi* (another good budget game). On level 2-4 when you get to the boss, a helicopter, pause the game and type:

**helicoptertootoughforme.** When you die you'll be transported to the next level. This cheat didn't work on my A600: I think it might be something to do with the fact that I don't have a numeric keypad. Another thing — to pause the game use F10, not P as it says in the instructions.

In *WWF 2 — European Rampage*, when fighting any opponent, pressing F10 ten times freezes the opposition. You always win.

If you want infinite lives for *Turrican 2* you load the game and when it says press fire, don't — instead, press: HELP, 1, 1, 4, 2, Esc, Esc, Esc.

To get back power in a one-player *Street Fighter II* match, move the pointer over Blanka and type PATIENCE. Press F10, and there will be no red on your power bar.

To skip levels on *Terminator 2* pause the game, press all the keys and resume play. Esc now skips levels.

The winning code on *The Addams Family* is BLJ12. Choose the letters carefully by selecting the password option, entering the code, then starting the game.

Can *Swiv* be bought for the A600? If so, where?

Why don't you have demo disks on your magazine? Finally, why did Kixx make *Turrican 2* if it's the same as its predecessor? Sorry about all the questions, and I hope you like my tips.

**Kevin Dickinson, Prestwich, Manchester**

PS. I like your magazine, it's just the right price and you get a good read! The cheat cards are a very good idea.

■ Thanks for the tips, Kevin, I've left them in your letter as an example to other readers — all tips are gratefully received, just send them to the usual address. If we can't use 'em for our Cut-Out 'N' Cheat section (most of which are provided by readers, ta very much!) we'll bung 'em in the Tips Bits section. Tips Bits isn't reserved exclusively for solutions that have

## IF ANYONE CAN... TURRICAN!

I got the first issue of AMIGA FORCE and tried the cheat for *Turrican 2*. Lo and behold, it didn't work. I kept trying for ages but it still didn't work! Can you explain this (preferably by post because I sometimes forget to buy AMIGA FORCE)?

**Mark Beharrell, Burnham on Crouch, Essex**

■ Er, yes. You're right, we got it wrong. Kevin Dickinson from Manchester (see his letter somewhere in this section) has sent in the correct cheat, though, so why not try that? Had you enclosed a SAE I would have gladly posted you the cheat — as you didn't, I haven't. Besides, how dare you miss an issue of this esteemed organ!?

**Steve**

already been asked for... if it's a tip we'll use it. Now for your questions: An A600 version of *Swiv IS* available, check with your local stockist for further details, but don't forget to stipulate the version you want. We don't have demo disks on the cover because (a) we think they're a waste of time, and (b) we think they're a waste of money! We only cost £1.95, and that's because we don't carry disks. Okay? And *Turrican 2* is NOT the same as the original. It's very similar, of course, but sufficiently different to warrant the asking price... if you liked the first one. In fact, we reckon the sequel just about has the edge...

**Steve**

## A WEAK POUND

Your mag is great, excellent etc, BUT... in Issue 1 you said you wouldn't review a game in AMIGA FORCE unless it was good. You did — for example, *WWF 2*. I think the ones that aren't up to scratch should be put in a column called 'The Ones That Didn't Make It', with a percentage beside each one.

Your tips are good but they're for games I don't have! Poor old me, a 12-year-old Amiga freak who wants lots of good games, but only gets £1 pocket money per week! Life isn't fair, is it? Tell Oli Frey to keep up the good work.

What should I say to my classmates when they bug me for talking about my Amiga and *Sensi Soccer 92/93* a lot? By the way, I didn't enter the *Sensi Soccer* competition 'coz I'm too good (8-2 against Turkey, for example).

**Gibi! Scone, Scotland**

■ The lead singer of my all-time favourite band is called Gibi, though he spells it differently. Anyway, bad games. You're right, we were going to avoid reviewing what we considered to be duff software, but public opinion made us think again. So now you can expect to read reviews of EVERY Amiga game released in



## LETTERS

AMIGA FORCE (although we'll only donate loads of space to the games we reckon deserve it).

I should have serious tantrums about your pocket money if I were you. One pound a week is a disgrace! Do any other readers aged ten or above receive such a pathetic sum? I'd be fascinated to hear — maybe we could have a stingy parents chart, or something. Oli says 'I intend to!' in response to your words of encouragement, and just tell your friends at school that if they think your Amiga's funny, they should wait till they see your piggy bank!

**Steve**

## GET OFF MY BACK!

As many others have said, congratulations on an excellent mag. However, I would like to make a complaint as well.

I've just bought Issue 4 of your mag and was delighted with the excellent *Lemmings 2* poster. I know just where to put that on my wall, I thought... but then I turned the page. Scream! If I tore out the poster, I'd have to lose half of *The Chaos Engine* and *Big Box 2* reviews! This also happened in Issue 1 — the *Gods* poster had part of the *Elf* solution on the back. I find this very annoying. Please could you put advertisements on the back instead of something which can be kept for future use.

Secondly, I think this business of giving games a percentage is a good idea, but (as it says in the survey) you should do a percentage for each aspect of the game, graphics, sound, gameplay etc. I also think that if you do decide to have percentages, you should still have different people giving their opinion on the game as this gives a broader view to the reader.

**Anthony Edmundson, Accrington, Lancashire**

■ Fair point about the posters, Anthony, but what can I do? Advertisers simply will not buy space on the backs of posters, and without ads the cover price would have to increase

## BODGE-O-MATIC

Dear Steve,

Aaarrrh! I can't believe the 'bodge-o-matic' cure you published in reply to Paul Fowling's letter in Issue 4! Bend skew-whiff modulator pins with a biro! That's the surest way to get all of the pins bent, misaligned or broken (as an electronic technician I should know). The disclaimer you published won't stop some less technically qualified persons doing lots of damage trying to 'repair' a bent pin. Here is a qualified view of how to cure a slightly 'skew-whiff' pin or two:

Cardinal rule with plugging/unplugging any connectors on your Amiga computer system is always, repeat — ALWAYS ensure the mains power is switched off and disconnected.

(1) These pins are quite brittle — too much bending and they snap off, requiring a complete (and expensive) plug change.

(2) The best way to bend a pin straight is by sliding a small tube over the pin and easing it into position. You can get an appropriate

tube by removing the cotton end from a 'Q' tip, as the body is a plastic tube. Slide the plastic tube over the bent

dramatically. As such, something has to give — this month it was the poster itself! Check out the new ratings systems, which have been in place since last issue, and you'll see that you weren't alone in your opinions...

**Steve**

## TWELVE HUNDRED HEADACHES

I got an Amiga 1200 for Christmas. I'd heard from friends what a powerful and totally excellent machine it was, so I parted with my hard-earned dosh and Christmas money, sold my sad ol' Sega Mega Drive and bought one. The only problem is I'm now wondering if I made the right decision. I recently bought the excellent *Lotus 3*, but much to my dismay it wasn't compatible. I also tried *Lotus 2*, *Speedball 2*, *Swiv*, *Lotus Esprit Turbo*, *Street Fighter II*, *Jimmy White's* and quite a few other titles, but they didn't work either. I bought a disk from a PD library called a *Relokick* which downgrades the Amiga, but this doesn't seem to make a difference.

Please could you tell me if there's a way of getting these games to work on my machine, as I'm getting sick of being told what I am missing by my A500 and A600 owning friends. Also, do you think any of these games will be converted onto the A1200?

**Robin Foster, Thame, Oxon**

■ This issue's special A1200 software buyer's guide should pep you up no end, Robin, but what I can't understand is how some of the games you mentioned haven't worked — has anything loaded up successfully on your machine? We've been playing *Street Fighter II* on the office A1200 for a while and never had any problems. All I can suggest is that you return the machine to the retailer and have them check it out... some of the early A1200s had minor faults which Commodore have done their best to remedy — could be that you've bought one of 'em.

**Steve**

pin and gently ease the pin back into place (the key word is 'gently').

Apparently A500 modulators are as common as rocking horse excrement so take great care of yours!

I'd advise readers with power plug or socket problems to take their Amigas to a repair shop. A friend in the trade says 'jiggling' the power socket is the numero uno way to give your computer a terminal case of death.

A good tip is to have a 'permanent' set-up for your system, where you don't have to unplug it all each time you've done with using it. This is a far better way to use it and reduces the likelihood of strain on the various connectors.

Sorry to go on, but your 'cure' could cause readers to do major damage to their machines. However, I do like your mag. Only ten pages of adverts, extremely bright visual pages, no expensive, boring coverdisks and squillions of hints/tips/maps and cheat cards! Perfick!

**Dave Shreeve, Earham, Norwich**

Er, thanks Dave. Never will I babble techno-tips in the mag again. Promise!

**Steve**

## TIPS BITS

■ On *Harlequin*, I'm stuck on the Dream Mile. It's a real nightmare (isn't that a bad joke?). Could anyone give me a cheat or solution?

**Sam Harrison, Coventry**

You're damn right it was a bad joke — can anyone help this sad individual?

■ I am a Dizzy fan who loves *Prince Of The Yolkfolk*. Trouble is once I've given the motor to the ferryman and I've got the thorn from the lion, the boat moves too fast for me to board it and I can't get back to the castle!

**Robert Langley, Gateshead & Tyne & Wear**

Alright Rob, brace yourself. It IS possible to catch that boat, only your timing has to be pixel-perfect. Just grit your teeth and keep trying, even if it is eggceedingly frustrating!

■ Loads of people seem to be stuck on *Shadow Of The Beast 2*, so we're eternally grateful for these tips from **Andy Ratchford**. Silly boy forgot to include his name and address, though, so his free issue of AF6 stays in the office! **Adam Walczak** also sent some hints for the same game, although they weren't as comprehensive — thanks anyway, Adam.

After entering the cheat (ten pints), go left until you reach the man saying HELP HELP. Rescue him, let him finish what he's saying then type TRAPS. He will tell you which lever to pull. Go down the branches and take first left — a flyer passes over you. Go back and kill it before it cuts the rope. Wait at the end of the platform for the man with the rock with spikes, kill him, go left again running through the traps. Kill the other flyer, get the key, go left and up the rope. Use the key on the door. Keep going right. NOW pull the lever as instructed and go up in the cage. Go right to the chain, jump on it, go down, jump left and quickly flick the lower switch before going back up chain. Go right and get the key (I don't know if you need this) and back to the see-saw. Go left and use the levers to pick up the rock, drop it on the spike and push it onto see-saw. Climb up the rope, jump off onto see-saw and run to the cage. The cage takes you up to kill the monster. Rescue the guard and he tells you the password.

To enter the goblin's cave you must go back past the men with spears. You see a thin line of slime on the ground — jump on it. If you jump too high you land on a rock. If you jump too low it won't break. PS. Does any one know how to give the money to the snail?

Oh, I forgot — you need axes before you go to the goblins, they're up above you somewhere!

■ Do you know any cheats for *Fantastic Voyage* and *Moonstone*?

**J Haigh, Rotherham.**

PS. How about some more Action Replay cheats?

The only tip we can find for *Moonstone* is this: enter Stonehenge then click on 'strength' for an extra life. Hope it's useful, and if anyone's got any *Fantastic Voyage* tips, you know where to send 'em...

**Get your queries AND solutions off now — mark your envelopes Tips Bits and mail 'em to the usual address. If it carries on like this, expect a full page next issue...**



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SCRIPT BY JON JAMES.



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# THE GUIDE TO THE GUIDE

**W**elcome to the AMIGA FORCE guide to A1200 compatibility! We aren't making ridiculous claims about featuring *every game ever* — this is an impossible task, and to claim otherwise would be cheating our readers. We'll leave that to the other mags, and describe this feature as exactly what it is — the most comprehensive guide to A1200 compatibility EVER!

Obviously we haven't had time to test *all* these games — we've relied heavily on information from the software houses, who've tested the games for their own records. Not all companies indicated whether or not the CPU cache must be disabled before their game will load. Wherever possible we've indicated when this is the case, but if your favourite blaster won't load even though the guide says it should, try using this method.

Even if your fave games seem completely incompatible, all is not lost. There's a Public Domain program called *Relokick* that effectively downgrades your Amiga 1200 to a good old A500. Nearly all games load using this (the programmers claim 98%), though obviously they won't then take advantage of the machine's faster processor. Don't worry about it damaging your computer either — its effects aren't permanent!



## HOW TO DISABLE THE CPU CACHE

1. Turn on the A1200 while holding down both mouse buttons.
2. Select 'BOOT MENU' and disable both the memory and the disk cache, then return to the main menu.
3. Select 'GRAPHICS MENU', select original graphics chip and return to the main menu.
4. Insert the game disk and select 'BOOT'.

**1**



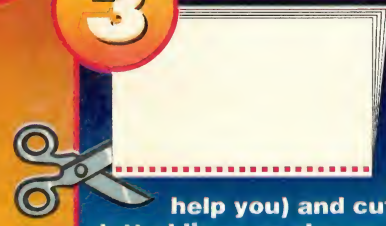
Separate the guide from the rest of the magazine with a good, hard tug — if it tears, rush out and buy another copy of the mag immediately.

**2**



Fold the whole thing in half, making sure you've got the pages in the right order...

**3**



...Take a sharp pair of scissors (if you're as clumsy as Steve, get an adult to help you) and cut along the dotted lines as shown...

**4**

...and slap in a couple of staples to hold the whole thing in place. Hey presto, you've got a great guide to A1200 games!

## THE A1200 GUIDE ASSEMBLY GUIDE



**TITLE**    **DISTRIB.**    **PRICE**    **A1200 SPECIAL VERSION**    **COMMENTS**

Untouchables, The	Hit Squad	£9.99	Y	N	***
Utopia	Gremlin	£25.99	N	N	***
Venus The Flytrap	GBH	£9.99	N	N	***
Video Kid	GBH	£9.99	N	N	***
Vigilante	Kixx	£9.99	Y	N	NAV
Vikings	Krisalis	£25.99	Y	N	***
Volfied	Empire	£25.99	Y	N	***
Voyager	Hit Squad	£9.99	N	N	***
Vroom	UBI Soft	£25.99	Y	N	***
Walker	Psygnosis	£29.99	Y	N	Enhanced with speech samples
Warhead	Activision	£24.99	N	N	***
Ween	Coktel Vision	£29.99	Y	N	***
Whale's Voyage	Flair	TBA	Y	N	***
Willy Beamish	Sierra	£34.99	Y	N	***
Wing Commander	Mindscape	£34.99	Y	N	***
Wings	Cinemaware	£29.99	Y	N	Much faster on the A1200
Winter Supersports	Flair	£25.99	Y	N	3D smoother
Wizball	Hit Squad	£9.99	Y	N	***
Wizkid	Ocean	£25.99	Y	N	Disable CPU cache
Wolfchild	Core	£25.99	Y	N	***
Woody's World	DMI	£25.99	Y	N	***
World Class					
Leaderboard	Kixx	£9.99	Y	N	***
World Cricket	Zeppelin	£7.99	Y	N	Disable CPU cache
World Rugby	Zeppelin	£7.99	Y	N	Disable CPU cache
Wrangler	Alternative	£7.99	Y	N	***
Wrath Of The Demon	Empire	£29.99	Y	N	***
Wreckers	Audiogenic	£24.99	N	N	***
WWF1	Hit Squad	£9.99	N	N	***
WWF2					
Euro-Rampage	Ocean	£25.99	Y	Y	Enhanced version to come
X-Out	Kixx	£9.99	N	N	***
Xenon	Tronix	£9.99	N	N	***
Zool	Gremlin	£25.99	Y	Y	Disable CPU cache, better than 'enhanced' version

**TITLE**    **DISTRIB.**    **PRICE**    **A1200 SPECIAL VERSION**    **COMMENTS**

3D Construction Kit	Domark	£49.99	Y	N	***
3D Construction	Domark	£49.99	Y	N	***
Kit 2	Kixx	£9.99	Y	N	***
3D Pool	Mindscape	£14.99	Y	N	***
4D Sports Boxing	Mindscape	£14.99	Y	N	***
4D Sports Driving	Mindscape	£14.99	Y	N	***
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1869	Flair	TBA	Y	N	***
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Abandoned Places	ICE	£29.99	Y	N	***
Abandoned Places 2	ICE	£34.99	Y	N	***
Action Fighter	Kixx	£9.99	N	N	Character selection section doesn't work — write to ICE for a ready-made disk
Addams Family	Hit Squad	£9.99	Y	N	***
Addicted To Fun (C)	Ocean	£19.99	N	N	***
ADI English	Europress	£25.99	Y	N	All age groups
ADI French	Europress	£25.99	Y	N	All age groups
ADI Maths	Europress	£25.99	Y	N	All age groups
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Alien Breed	Team 17	£25.99	Y	N	***
American Tag Team					
Wrestling	Zeppelin	£7.99	Y	N	***
Ammios	Psygnosis	£25.99	Y	N	***
AMOS	Europress	£49.99	N	Y	Updated for compatibility only
AMOS 3D	Europress	£34.99	N	Y	Updated for compatibility only



TITLE	DISTRIB.	PRICE	A1200 VERSION	SPECIAL COMMENTS	
AMOS Compiler	Europress	£29.99	N	Y	Updated for compatibility only
AMOS Professional	Europress	£49.99	Y	N	Compatible version from April
Another World	US Gold	£25.99	Y	N	****
Apache Flight	Atlantis	£7.99	Y	N	****
Apidya	Playbyte	£25.99	Y	N	****
Aquaventura	Psygnosis	£25.99	Y	N	****
Arabian Nights	Krisalis	£25.99	Y	Y	Graphics self-enhancing with ordinary program, A1200 specific version to follow
Arcade Fruit Machine	Zeppelin	£7.99	Y	N	****
Arcade Trivia	Zeppelin	£7.99	Y	N	****
Arkanoïd 2	Hit Squad	£9.99	Y	N	Disable CPU cache
Armour Geddon	Psygnosis	£25.99	N	N	****
Arnie	Zeppelin	£7.99	Y	N	****
Assassin	Team 17	£25.99	Y	N	****
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Atomino	Psygnosis	£25.99	Y	N	****
AV8B Harrier Assault	Domark	£39.99	Y	N	Impossibly slow on A500—more playable on A1200
Awesome	Psygnosis	£25.99	Y	N	****
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Bane Of The					
Cosmic Forge	US Gold	£34.99	N	N	****
Barbarian	Kixx	£9.99	Y	N	****
Barbarian 2	Kixx	£9.99	Y	N	****
Barbarian II	Psygnosis	£25.99	Y	N	Disable CPU cache, change to original graphic display.
Bat 2	UBI Soft	£30.99	Y	N	****
Batman The Movie	Hit Squad	£9.99	Y	N	Disable CPU cache

TITLE	DISTRIB.	PRICE	A1200 VERSION	SPECIAL COMMENTS	
Test Drive 2	Hit Squad	£9.99	Y	N	****
Their Finest Hour	US Gold	£29.99	Y	N	****
Thomas					
The Tank Engine	Alternative	£7.99	Y	N	****
Thomas —					
Fun With Words	Alternative	£25.99	Y	N	Use joystick
Thunder Blade	Kixx	£9.99	Y	N	****
Thunderhawk	Core	£30.99	Y	N	****
Thunderstrike	Gremlin	£25.99	Y	N	****
Titan	Titus	£25.99	Y	N	****
Titanic Blinky	Zeppelin	£7.99	Y	N	Disable CPU cache
Titus The Fox	Titus	£25.99	Y	N	****
Toki	Ocean	£25.99	N	N	****
Toobin'	Respray	£7.99	N	N	****
Total Recall	Hit Squad	£9.99	Y	N	Disable CPU cache
Toyota Celica GT	Gremlin	£25.99	Y	N	****
Tracksuit Manager	Alternative	£7.99	Y	N	****
Transwrite	Gold Disk	£39.95	Y	N	****
Treasures Of The					
Savage Frontier	US Gold	£35.99	Y	N	****
Trivial Pursuit	Hit Squad	£9.99	N	N	****
Trolls	Flair	£25.99	Y	Y	See news item
Turbo Out Run	Kixx	£9.99	N	N	****
Turrican	Kixx	£9.99	N	N	Disable CPU cache and change to original graphic display
Turrican 2	Kixx	£9.99	Y	N	****
Tusker	Kixx	£9.99	N	N	****
TV Sports Baseball	Mindscape	£14.99	Y	N	****
TV Sports Boxing	Mindscape	£14.99	Y	N	****
Twilight 2000	Empire	TBA	Y	Y	See news section
Twin Turbo's	Players	£7.99	N	N	****
Ultima V	Mindscape	£29.99	Y	N	****
Ultima VI	Mindscape	£30.99	Y	N	Disable CPU cache
Ultimate Golf	Gremlin	£25.99	N	N	****
Ultimate Ride	Mindscape	£24.99	Y	N	****
Uninvited	Mindscape	£14.99	Y	N	****



**TITLE**     **DISTRIB.**     **PRICE**     **A1200 SPECIAL**     **COMMENTS**  
**VERSION**

Spelling Fair	Europress	£25.99	Y	N	***
Spherical	Anco	£25.99	N	N	***
Spike In Transylvania	CodeMasters	£7.99	Y	N	***
Sportsmasters	Empire	£29.99	Y	N	***
Spot	Virgin	£25.99	Y	N	***
St Dragon	Kixx	£9.99	N	N	***
Stack Up	Zeppelin	£7.99	N	N	***
Steg The Slug	CodeMasters	£7.99	Y	N	Disable CPU cache
Steiger	Alternative	£7.99	N	N	***
Strategy Masters (C)	UBI Soft	£35.99	N	N	Some games incompatible
Street Fighter II	US Gold	£27.99	Y	N	***
Strider	Kixx	£9.99	N	N	***
Strider 2	Kixx	£9.99	N	N	***
Striker	Rage	£25.99	Y	N	Disable CPU cache
STUN Runner	Hit Squad	£9.99	Y	N	Disable CPU cache
Supaplex	Action 16	£7.99	Y	N	***
Super Blues Bros	Titus	£25.99	Y	N	Forthcoming sequel
Super Cauldron	Titus	£25.99	Y	N	***
Super Fighters	Ocean	£25.99	2/3	N	Only WWF fails
Superfrog	Team 17	£25.99	Y	N	***
Super Hang-On	Hit Squad	£9.99	Y	N	***
Super Scramble	Sim Kixx	£9.99	Y	N	NAV
Super Seymour	CodeMasters	£7.99	N	N	Not 100% compatible
Super Twintris	PD	£0	N	N	***
Supercars	GBH	£9.99	Y	N	***
Suspect Cargo	Gremilin	£25.99	N	N	***
Swap	Titus	£25.99	Y	N	***
Switchblade	Kixx	£9.99	Y	N	NAV
Switchblade II	GBH	£9.99	N	N	***
Swiv	Kixx	£9.99	N	N	***
Tennis Cup	Loriciel	£19.99	Y	N	Disable CPU cache
Tennis Cup II	Loriciel	£25.99	Y	N	Disable CPU cache
Terminator 2	Hit Squad	£9.99	Y	N	***

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**VERSION**

Batman —					
Caped Crusader	Hit Squad	£9.99	N	N	***
Battle Command	Ocean	£24.99	Y	N	***
Battle Isle	UBI Soft	£29.99	Y	N	***
Battle Isle 2	Playbyte	£30.99	Y	N	***
Battlechess	EA	£24.95	Y	N	***
Battlehawks	Kixx XL	£12.99	N	N	***
BBS Seymour	Gremilin	£25.99	Y	N	Disable CPU cache
BC Kid	UBI Soft	£25.99	Y	N	***
Beach Volley	Hit Squad	£9.99	N	N	***
Beavers	Grandslam	£25.99	Y	N	***
Best Of The Best	Loriciel	£29.99	Y	N	Disable CPU cache
Bignose	The Caveman	£7.99	Y	N	Disable CPU cache
CodeMasters					
Bill's Tomato Game	Psygnosis	£29.99	Y	N	***
Birds Of Prey	EA	£34.99	Y	N	***
Black Crypt	EA	£25.99	Y	N	***
Blade Warrior	Zeppelin	£7.99	Y	N	***
Blinky's					
Scary School	Zeppelin	£7.99	Y	N	Disable CPU cache
Blue Max	Mindscape	£34.99	Y	N	***
Blues Bros	Titus	£25.99	Y	N	***
Body Blows	Team 17	£25.99	Y	N	***
Bonanza Bros	US Gold	£25.99	N	N	***
Boxing Manager	GBH	£9.99	Y	N	***
Brides Of Dracula	Zeppelin	£7.99	Y	N	Disable CPU cache
Bubble Bobble	Hit Squad	£9.99	N	N	***
Builderland	Loriciel	£24.99	Y	N	Disable CPU cache
Bumpy's	Loriciel	£25.99	Y	N	Disable CPU cache
Burgerman	Byte Back	£7.99	Y	N	***
Cabal	Hit Squad	£9.99	Y	N	Disable CPU cache
Cadaver	Renegade	£24.99	N	N	***
Cadaver —					
The Payoff	Mindscape	£16.99	Y	N	***



TITLE	DISTRIB.	PRICE A1200	SPECIAL VERSION	COMMENTS
Campaign	Empire	£34.99	Y	***
Captain Dynamo	CodeMasters	£7.99	Y	***
Captain Planet	Mindscape	£25.99	Y	Disable CPU cache
Captive (1 meg)	Mindscape	£14.99	Y	***
Car-Vup	Core	£24.99	Y	***
Carl Lewis Challenge	Psychosis	£25.99	Y	***
Carnage	Zeppelin	£7.99	Y	Disable CPU cache
Carrier Command	Kixx	£9.99	N	***
Carthage	Psychosis	£24.99	N	***
Cartoon Collection	CodeMasters	£25.99	Y	***
Cartoons, The	Loricel	£29.99	Y	***
Castle Master	Hit Squad	£9.99	Y	***
Cavernaria	Atlantis	£7.99	Y	Disable CPU cache
Centrefold Squares	CDS	£10.99	Y	***
Champ. Manager '93	Domark	£25.99	Y	***
Championship Run	Zeppelin	£7.99	N	***
Chaos Engine, The	Renegade	£25.99	Y	New version in the pipeline
Chase HQ	Hit Squad	£9.99	N	***
Chessmaster 2000	Mindscape	£24.99	Y	***
Chessmaster 2100	Mindscape	£14.99	Y	***
Chronoquest II	Psychosis	£25.99	N	***
Chuck Rock	Core	£25.99	N	***
Chuck Rock 2	Core	£25.99	Y	***
Civilization	MicroProse	£29.99	Y	Special version later in the year
CJ In The USA	CodeMasters	£7.99	Y	***
CJ's Elephant Antics	CodeMasters	£7.99	Y	***
Combat Air Patrol	Psychosis	£29.99	Y	***
Combat Classics	Empire	£29.99	Y	***
Conflict In Korea	US Gold	£34.99	Y	***
Conqueror	Kixx	£9.99	N	***
Cool Groc Twins	Empire	£25.99	Y	***
Cool World	Ocean	£25.99	Y	Enhanced version to come
Corporation	Core	£24.99	Y	***
Count Duckula	Alternative	£7.99	Y	***
Count Duckula 2	Alternative	£7.99	Y	***

TITLE	DISTRIB.	PRICE A1200	SPECIAL VERSION	COMMENTS
Sensible Soccer	Renegade	£25.99	Y	***
Sensible Soccer 92/93 Season	Mindscape	£25.99	Y	***
SELUCK	GBH	£9.99	Y	***
Seymour Goes				
To Hollywood	CodeMasters	£7.99	Y	***
Shadow Of The Beast II	Psychosis	£34.99	Y	***
Shadow Of The Beast III	Psychosis	£29.99	Y	***
Shadow Warriors	Hit Squad	£9.99	N	***
Shadowgate	Mindscape	£29.99	Y	Disable CPU cache
Shadowworlds	Krisalis	£25.99	N	Compatible version soon
Shanghai	Activision	£19.99	Y	***
Sharkey's Moll	Zeppelin	£7.99	Y	***
Shoe People	GBH	£9.99	N	***
Shufflepuck Cafe	Respray	£7.99	Y	***
Shuttle	Virgin	£30.99	Y	***
Sim Ant	Ocean	£34.99	Y	***
Sim Earth	Ocean	£34.99	Y	***
Simpsons, The	Hit Squad	£9.99	N	***
Sink Or Swim	Zeppelin	£25.99	Y	***
Skweek	Loricel	£19.99	Y	Disable CPU cache
Sky High Stuntman	CodeMasters	£7.99	Y	***
Slackskin And Flint	Players	£7.99	N	***
Sleeping Gods Lie	Touchdown	£9.99	Y	***
Slightly Magic	CodeMasters	£7.99	Y	***
Sly Spy	Hit Squad	£9.99	Y	Disable CPU cache
Smash TV	Hit Squad	£9.99	Y	***
Soccer Pinball	CodeMasters	£7.99	N	***
Sooty & Sweep	Alternative	£7.99	Y	***
Sooty —				
Fun With Numbers	Alternative	£25.99	Y	Use Joystick
Space Ace	Redysoft	£25.99	Y	Disable CPU cache
Space Ace II	Empire	£34.99	Y	***
Speedball 2	Mindscape	£24.99	N	***
Spellbound	Sizzlers	£7.99	Y	***
Spellbound Dizzy	CodeMasters	£7.99	Y	Disable CPU cache



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Putty	System 3	£25.99	Y	N	***
Puzznic	Hit Squad	£9.99	Y	N	Disable CPU cache
Quattro Fighters	CodeMasters	£7.99	N	N	***
Quest Of Agravain	CodeMasters	£7.99	Y	N	***
R-Type	Hit Squad	£9.99	N	N	***
Radio Control. Racer	Byte Back	£7.99	Y	N	***
Ragnarok	Mirage	£34.99	Y	Y	***
Rainbow Warrior	MicroProse	£19.99	N	N	***
Rambo 3	Hit Squad	£9.99	Y	N	***
Rave	S/ware Business	TBA	Y	N	***
RBI 2	Hit Squad	£9.99	Y	N	***
Red Heat	Hit Squad	£9.99	N	N	***
Red Zone	Psygnosis	£25.99	Y	N	***
Renegade	Hit Squad	£9.99	N	N	***
Resolution 101	Gremlin	£25.99	Y	N	***
Rick Dangerous	Kixx	£9.99	Y	N	NAV, Disable CPU cache
Rick Dangerous 2	Kixx	£9.99	Y	N	***
Robin Hood	US Gold	£25.99	N	N	***
Robin Hood Longbow	CodeMasters	£7.99	Y	N	***
Robocod	£24.99	US Gold	N	N	***
RoboCop	Hit Squad	£9.99	Y	N	Disable CPU cache
RoboCop 2	Hit Squad	£9.99	Y	N	***
RoboCop 3	Ocean	£25.99	N	N	***
Robosport	Ocean	£29.99	Y	N	***
Rodland	Kixx	£9.99	Y	N	***
Round The Bend/					
Doc Croc's	Zeppelin	£7.99	Y	N	***
Run The Gauntlet	Hit Squad	£9.99	N	N	***
RVF Honda	Kixx	£9.99	Y	N	***
Sabre Team	Krisalis	£25.99	Y	N	'Thinking time' improved on computer turns
Santa's Xmas Caper	Zeppelin	£7.99	Y	N	***
Savage	Kixx	£9.99	N	N	***
Scrabble	US Gold	TBA	Y	N	***
Second Front	US Gold	£30.99	Y	N	***
Secret Of					
Monkey Island	Lucasfilm Games	£25.99	Y	N	***

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Crackdown	Kixx	£9.99	Y	N	***
Crazy Cars 2	Titus	£25.99	Y	N	***
Crazy Cars 3	Titus	£25.99	Y	N	***
Crossbow	Alternative	£7.99	Y	N	***
Cruise For A Corpse	US Gold	£27.99	N	N	***
Curse Of Enchantia	Core	£34.99	Y	N	***
Cytron	Psygnosis	£29.99	Y	N	***
D-Day	Loriciel	£25.99	Y	N	Disable CPU cache
D-Generation	Mindscape	£19.99	Y	N	***
Dalek Attack	Alternative	£7.99	Y	N	***
Daley Thompson's					
Olympic Challenge	Hit Squad	£9.99	Y	N	Disable CPU cache
Das Boot	Mindscape	£14.99	Y	N	***
Days Of Thunder	Mindscape	£14.99	N	N	***
Deluxe Strip Poker	CDS	£10.99	N	N	***
Demon Blue	Microvalue	£7.99	Y	N	***
Deuteros	Activision	£25.99	N	N	***
Dizzy Collection	CodeMasters	£25.99	N	N	***
Dizzy Panic	CodeMasters	£7.99	Y	N	***
Dizzy Prince/Yolk Folk	CodeMasters	£7.99	N	N	***
Dojo Dan	Europress	£25.99	Y	N	***
Donk	DMI	£15.99	Y	N	***
Doodlebug	Core	£25.99	Y	N	***
Dragon Ninja	Hit Squad	£9.99	Y	N	Disable CPU cache
Dragon's Lair II	Empire	£44.95	Y	N	***
Dragons Of Flame	Kixx	£9.99	Y	N	***
Dream Team (C)	Ocean	£24.99	1/3	N	Only T2 works
Driller	Kixx	£9.99	Y	N	***
Dungeon Master/					
Chaos Strikes Back	Psygnosis	£25.99	Y	N	***
Dyna Blaster	UBI Soft	£30.99	Y	N	***
Easy AMOS	Europress	£34.99	Y	N	Compatible from May 1st
Edd The Duck	Zeppelin	£7.99	Y	N	Works, but music corrupts
Edd The Duck 2 —					
Back With A Quack	Zeppelin	TBA	Y	N	***



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VERSION

**TITLE**      **DISTRIB.**      **PRICE A1200**      **SPECIAL COMMENTS**  
VERSION

Entity	Loriciel	£25.99	Y	N	***
Epic	Ocean	£30.99	Y	N	***
Escape/Planet Robot					
Monsters	Hit Squad	£9.99	N	N	***
Euro-Soccer	Flair	£25.99	N	N	***
Euro. Football Champ	Domark	£25.99	Y	N	***
Eye Of The Beholder	US Gold	£29.99	Y	N	***
Eye Of The Beholder II					
Beholder II	US Gold	£35.99	Y	N	***
F/A-18 Interceptor	EA	£30.99	Y	N	***
F1 Tornado	Zeppelin	£7.99	N	N	***
F15 Strike Eagle II	MicroProse	£34.99	Y	N	***
F16 (new version)	Action 16	£9.99	Y	N	***
F19 Stealth Fighter	Kixx XL	£12.99	N	N	***
F29 Retaliator	Ocean	£24.99	N	N	***
Falcon	Action 16	£14.99	Y	N	***
Fallen Angel	Alternative	£7.99	N	N	***
Fantastic Worlds (C)	UBI Soft	£35.99	N	N	Some games incompatible
Fantasy World Dizzy	CodeMasters	£7.99	Y	N	***
Fascination	Coktel Vision	£29.99	Y	N	***
Fast Food	CodeMasters	£7.99	Y	N	***
Fiendish Freddy's					
Big Top Of Fun	Mindscape	£29.99	Y	N	***
Fire & Forget	Titus	£25.99	Y	N	***
Fire And Brimstone	Kixx	£9.99	N	N	***
Fire And Ice	Renegade	£25.99	Y	Y	Upgrade soon
First Div. Manager	CodeMasters	£7.99	Y	N	***
First Samurai	UBI Soft	£25.99	N	N	***
Flashback	US Gold	TBA	Y	N	***
Flight/Intruder	Action 16	£14.99	Y	N	***
Flimbo's Quest	Kixx	£9.99	Y	N	NAV
Footballer					
Of The Year 2	GBH	£7.99	N	N	***
Forgotten Worlds	Kixx	£9.99	Y	N	***
Formula 1 GP	MicroProse	£34.99	Y	N	***
Frankenstein	Zeppelin	£7.99	N	N	Do not attempt to load
Full Contact	Team 17	£25.99	N	N	***
Fun School (all)	Hit Squad	£9.99	Y	N	***
Fun School 3	Europress	£19.99	Y	N	All age groups

Panza Kick Boxing	Kixx	£9.99	N	N	***
Paperboy 2	Mindscape	£25.99	Y	N	***
Paragliding	Loriciel	£25.99	Y	N	Disable CPU cache
Parasol Stars	Ocean	£25.99	Y	N	Disable CPU cache
Pegasus	Gremlin	£25.99	Y	N	***
PGA Tour Golf	EA	£24.99	Y	N	***
Pictionary	Hit Squad	£9.99	Y	N	***
Pinball Dreams	21st Century	£25.99	Y	N	***
Pinball Fantasies	21st Century	£29.99	Y	N	***
Pinball Magic	Kixx	£9.99	Y	N	***
Piracy	ICE	£29.99	Y	N	***
Pirates	Kixx XL	£12.99	N	N	***
Pit-Fighter	Hit Squad	£9.99	Y	N	Disable CPU cache
Plan 9/Outer Space	Gremlin	£25.99	Y	N	***
Platoon	Hit Squad	£9.99	N	N	***
Playdays	Alternative	£25.99	Y	N	***
Pools Of Darkness	US Gold	£30.99	Y	N	***
Popeye 2	Alternative	£7.99	Y	N	***
Populous II	EA	£29.99	Y	N	***
Postman Pat 1	Alternative	£7.99	Y	N	***
Postman Pat 3	Alternative	£7.99	Y	N	***
Powerdrift	Hit Squad	£9.99	N	N	***
Predator	Hit Squad	£9.99	N	N	***
Prehistorik	Titus	£25.99	Y	N	Disable CPU cache
Prehistorik 2	Titus	£25.99	Y	N	***
Premier Manager	Gremlin	£25.99	Y	N	Disable CPU cache
Premiere	Core	£30.99	Y	N	***
Prince Of Persia	Hit Squad	£9.99	Y	N	***
Pro Boxing	CodeMasters	£7.99	Y	N	***
Pro Tennis Tour	Hit Squad	£9.99	Y	N	Disable CPU cache
Pro Tennis Tour 2	UBI Soft	£24.99	Y	N	***
Project X	Team 17	£25.99	Y	N	***
Psycho Soccer (C)	UBI Soft	£19.99	N	N	Some games incompatible
Puffy's Saga	Hit Squad	£9.99	Y	N	***
Pushover	Ocean	£25.99	Y	N	***



**TITLE**      **DISTRIB.**      **PRICE**      **A1200 SPECIAL VERSION**      **COMMENTS**

Miracle Lite	Mindscape	£25.99	Y	N	***
Monkey Island II — LeChuck's Revenge	Lucasfilm Games	£37.99	Y	N	***
Moonbase	Mindscape	£35.99	Y	N	***
Moonstone	Mindscape	£14.99	N	N	***
Moonwalker	Kixx	£9.99	N	N	(Thankfully)
Munsters	Alternative	£7.99	Y	N	***
Music X V2.0	S/ware Business	TBA	Y	N	***
Myth	System 3	£25.99	Y	N	***
NARC	Hit Squad	£9.99	N	N	***
Narco Police	GBH	£9.99	Y	N	Sound corrupt at first
Navy Moves	Hit Squad	£9.99	Y	N	***
Neighbours	Zeppelin	£7.99	Y	N	***
Nevermind	Psygnosis	£25.99	Y	N	***
New Zealand Story	Hit Squad	£9.99	N	N	***
Nick Faldo's Championship Golf	Grandslam	£34.99	Y	N	Very fast screen update
Nigel Mansell's World Championship	Gremlin	£25.99	Y	Y	Enhanced version already out
Nippon Safes	DMI	TBA	Y	N	***
No Greater Glory	US Gold	34.99	Y	N	***
North & South	Action 16	£7.99	Y	N	***
Off-Shore Warrior	Titus	£25.99	Y	N	***
Oh No More	Psygnosis	£25.99	Y	N	***
Lemmings	Hewson	£24.99	Y	N	Disable CPU cache
Onslaught	Action 16	£9.99	Y	N	***
Operation Combat	Action 16	£14.99	Y	N	***
Op. Counterstrike	Action 16	£14.99	Y	N	***
Operation Fireflight	Hit Squad	£9.99	Y	N	***
Op. Thunderbolt	Psygnosis	£34.99	Y	N	***
Orbitus	Psygnosis	£25.99	Y	N	***
Ork	Empire	£29.99	Y	N	***
Pacific Islands	Grandslam	£7.99	N	N	***
Pacmania	Europress	£25.99	Y	N	***
Paint And Create	Hit Squad	£9.99	N	N	Disable CPU cache
Pang					

**TITLE**      **DISTRIB.**      **PRICE**      **A1200 SPECIAL VERSION**      **COMMENTS**

Fun School 4	Europress	£24.99	Y	N	***
G-Loc	US Gold	£25.99	N	N	But who cares?
Galactic					
Warrior Rats	Alternative	£7.99	Y	N	***
Games 92	Ocean	£25.99	N	N	***
Gateway To The Savage Frontier	US Gold	£29.99	Y	N	***
Gauntlet 2	Kixx	£9.99	Y	N	***
Gazza 2	Empire	£24.99	Y	N	***
Gazza's Super Soccer	Touchdown	£9.99	Y	N	***
Ghostbusters 2	Hit Squad	£9.99	N	N	***
Gilbert	Alternative	£7.99	N	N	***
Go For Gold	Kixx	£9.99	Y	N	NAV
Gobliins	Coktel Vision	£25.99	Y	N	***
Gobliins 2	Coktel Vision	£29.99	Y	N	***
Gods	Renegade	£25.99	Y	N	***
Graeme Souness					
Soccer Manager	Zeppelin	£7.99	Y	N	***
Graeme Souness					
Vector Soccer	Zeppelin	£7.99	Y	N	Stadium graphics not drawn correctly
Graham Taylor's Soccer Challenge	Krisalis	£25.99	Y	N	***
Greatest, The (C)	Beau Jolly	£32.99	2/3	N/A	Only Jimmy White's fails
Guy Spy	Empire	£29.99	Y	N	***
Harlequin	Gremlin	£25.99	N	N	***
Harley Davidson	Mindscape	£24.99	Y	N	***
Head Over Heels	Hit Squad	£7.99	Y	N	***
Head Over Heels	Hit Squad	£9.99	Y	N	***
Heimdall	Core	£30.99	Y	N	***
Heroes Of The Lance	Kixx	£9.99	N	N	***
High Steel	Alternative	£7.99	Y	N	***
Hired Guns	Psygnosis	TBA	Y	N	***
History Line	Playbyte	£34.99	Y	N	***
Hook	Ocean	£25.99	Y	N	***
Horror Zombies					
From The Crypt	GBH	£9.99	Y	N	***
Hoversprint	CodeMasters	£7.99	N	N	Disable CPU cache



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VERSION

Hudson Hawk	Hit Squad	£9.99	N	N	***
Humans	Mirage	£25.99	N	N	***
Hunter	Activision	£25.99	N	N	***
IK+	Hit Squad	£9.99	Y	N	***
Impossamole	GBH	£7.99	N	N	***
Indianapolis 500	EA	£24.99	Y	N	***
Indy IV (Action)	US Gold	£25.99	Y	N	***
Indy IV (Adventure)	US Gold	£34.99	Y	N	***
Int. 3D Tennis	GBH	£9.99	Y	N	***
Int. Ice Hockey	Zeppelin	£7.99	Y	N	***
Int. Ninja Rabbits	Microvalue	£7.99	Y	N	***
Int. Rugby Challenge	Domark	TBA	Y	N	***
Int. Sports Challenge	Empire	£29.99	Y	N	***
Int. Tennis	Zeppelin	£7.99	Y	N	***
Int. Truck Racing	Zeppelin	£7.99	Y	N	***
Italy 1990	Kixx	£9.99	N	N	***
Ivanhoe	Hit Squad	£9.99	Y	N	***
Jack Nicklaus Golf	Hit Squad	£9.99	Y	N	***
Jaguar XJ220	Core	£25.99	N	N	***
James Pond	Gremlin	£25.99	N	N	***
Jaws	Alternative	£7.99	Y	N	***
Jet Set Willy	S/ware Projects	£9.99	Y	N	***
J.W. Whirl. Snooker	Virgin	£25.99	N	N	***
Joe And Mac	Elite	£25.99	Y	N	***
Caveman Ninja	Soccer Krisalis	£25.99	Y	N	***
Kenny Dalglish	Soccer Manager	£7.99	Y	N	***
Kid Gloves	Zeppelin	£25.99	N	N	***
Killing Game Show	Gremlin	£25.99	Y	N	***
Knight Force	Psygnosis	£24.99	Y	N	***
Knightmare	Titus	£25.99	Y	N	***
Knights Of The Sky	Mindscape	£14.99	Y	N	***
Kwik Snax	MicroProse	£34.99	N	N	***
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	Hit Squad	£9.99	Y	N	***

**TITLE**      **DISTRIB.**      **PRICE A1200**      **SPECIAL COMMENTS**  
VERSION

Leander	Psygnosis	£25.99	Y	N	***
LED Storm	Kixx	£9.99	N	N	***
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PUBLIC DOMAIN

# GOING PUBLIC

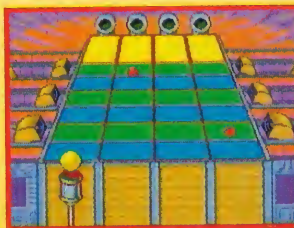
Another month, another bumper bundle of cheapie wonders, packed to the brim with economical fun. After losing in the Sensible challenge, JAMES 'We wuz robbed' PRICE never walks alone when he's got his hands on some of the latest PD software...

## HYPNOTIC LAND

■ Deja Vu

At the end of the day, what is a 'tribute'? Is it a thinly veiled attempt to rip off another programmer's hard work and claim credit for a duplicate? Or is it merely bringing expensive (or unavailable) software to an acceptable price, while making subtle alterations to improve gameplay?

*Hypnotic Land* is thankfully the latter — and if you're wondering, it's *Klax* that it appears to borrow heavily from. From the top end of the single-screen playing area, various coloured balls roll towards the lower area, where different buckets are placed. Each

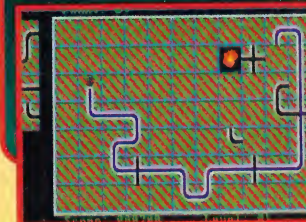


## MIND GAMES

■ Boot-Up PD

To list and review every game included on the single *Mind Games* disk would take a great deal of space, and an equally large amount of time. There's a fair few of them; surprisingly, the majority are of a considerably high quality.

*Crazy Pipes* is a well-programmed version of the classic *Pipemania*. Directing the flow of water has never been such fun, and



one of these needs to be filled with a specific coloured sphere; achieved by placing two arrows to push the balls in the right direction. There's a set amount of points to earn before progressing to the next level.

Matters are complicated by creatures appearing and placing rouge arrows in the path of oncoming balls. More often than not, this inconveniences you by pushing the spheroids into the wrong pot. Luckily, you've a limited supply of bullets to shoot them with and it's all

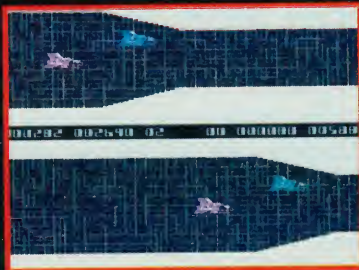
mouse-controlled, so their speedy dispatch is assured... at least until the action gets really frenetic.

*Hypnotic Lands* is a must-buy for puzzle fans, but if your attitude has cooled towards the genre (as many people's has) you'll find yourself growing tired of it very quickly.

## ASSASSINS #59

■ Roberta Smith DTP

This three-game collection's most enjoyable offering is the (seemingly) original *Turbo Thrust*. It's a two-player-only game, requiring skilful timing and rapid joystick movement. The screen is split into two separate, horizontally scrolling areas, in which the spaceships are placed. Holding down the fire button gives a fair old burst of speed; from thereon you're in an interesting head-to-head



duel, slowed only by a considerable amount of careless crashes. Luckily, the ships you pilot are indestructible, and your ability to finish the quota of laps isn't hampered by flying into walls at huge speeds.

However, attempt to fly into a wall while controlling the strange craft in *GX-200*, and you'll be confronted by a crude explosion. As well as being decidedly 8-bit in terms of graphical competence, there's also a distinct lack of gameplay to keep you occupied. Playing it is a simple matter of flying through the maze-like levels, shooting the occasional dodgy sprite and being careful not to collide with scenery. In fact, it's so bad that a passing Spectrum had a chuckle behind its hand before strolling off into the sunset, content with its lot in life...

Finally, *Leadings* doesn't take the path trodden by most 'tributes', be they commercial or not. It's a blatant rip-off of the *Lemmings* theme with a touch of *Bill's*



*Tomato Game* — but I doubt the aforementioned titles will have much to worry about. *Leadings* is too fiddly (in terms of gameplay), too shoddy (in terms of graphics) and too boring (in terms of The Gospel According To James).

However, it doesn't go the whole hog by using miniature creatures plodding towards a seemingly inaccessible exit; instead, it has miniature balls rolling towards a seemingly... you get my drift? Even the powers used to manipulate your helpless subjects fail to bring a psychotic gleam to your eye.

However, credit where credit's due because the programmer does say that for a moderate fee, he'll send out a more up-to-date version, with better graphics and more screens (this one has a mere six). For rabid *Lemmings* fans looking for a change, it could (possibly) be worth the cash. For everyone else...

*Assassins #59* isn't one of the best disks in the series, with one enjoyable game punctuated by two mediocre. Get it for *Turbo Thrust*.



Moves:  
149/8  
Looking  
East  
Size:  
32x12

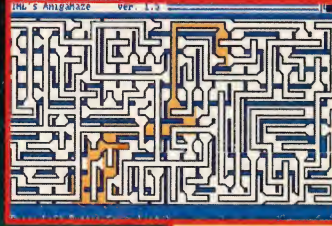
it's lost none of the original charm during the conversion to PD. Likewise, **Checkers** is another classic (but simple) game-style that works as well on the Amiga as it did on

the board. Sadly, you can't throw the pieces at your opponent should you lose but, hell — you can't have everything, can you?

**3D Maze** and **Amigamaze** offer two similar concepts with one major difference: the perspective. **3D Maze** offers a first-person perspective for your quest to escape; **Amigamaze** uses a mouse and a plan view. Both are moderately enjoyable, although

A600 users will find a problem with **3D Maze** — movement is controlled by the nonexistent keypad. Oh well...

There's a lot more to be seen and done with **Mind Games**, as I've just picked out a few games at random to illustrate what you can expect. Possibly the best aspect is that you can exit from one game and return immediately to the selection screen: there's no need to reboot every time you want to change games. In fact, **Mind Games** is a bargain that no-one should miss. I'd even recommend it to people usually unimpressed by puzzle games.



**PUBLIC ADDRESS SYSTEM**

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**ROBERTA SMITH DTP**

Orders (or catalogue requests) can be sent to...  
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Disk and duplication cost a trifling 90 pence, with a 50p charge towards P&P. Yahoo!

**DEJA VU**

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Beech Hill  
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WN6 7SG  
Deja Vu only deal in Licenceware, so it's £3.99 for disk and duplication, with a 50 pence P&P charge. You can't say much fairer than that, can you?

**BOOT-UP PD**

30 Sunnings Lane  
Upminster  
Essex  
RM14 2DQ  
A £1 charge for the disk with the only additional charge being the price of the stamps? The world's going mad, my friend.

**ASSASSINS #25**

**17 Bit Software**

It's not exactly the most recent compilation they've done, but with the amount of requests we've had for classic arcade titles on the Amiga, this early(ish) **Assassins** collection seemed to be the best one to offer the goods.

**Hemroids** is a curiously entitled **Asteroids** game, and a

particularly good one at that. There's not much more you can really say about it other than that... but what it does, it does well.

**Copper** is a mouse-operated **Breakout** clone. It's not the best you'll ever see, but neither is it the worst. As you'd expect, there are power-ups aplenty, but for some reason the extra level sets you're supposed to be able to load aren't on the disk. I'm not sure as to whether it's my copy at fault, or the fact they couldn't fit them on. Still, it's a damn good bit of block bashing, and a worthy inclusion.

**Mr Wobbly Leg Vs The Space Invaders** is apparently regarded as a classic on the PD circuit

— as Ian Osborne said in Issue 1's Going Public, it's difficult to see why. Rather than just duplicating **Space Invaders**, the

programmers have made it so that you have to run Mr Wobbly Leg across the bottom of the screen, collecting various

**KLAKTRIS**

**17 Bit Software**

If any of you have seen **Columns** on the Mega Drive, you'll know what to expect from **Klaktris**. It's a game of different-coloured blocks falling into a well (of sorts). You have to line them into groups of three so they crumble... darn, how DO you describe a variant of a variant (**Columns** itself is a trifle similar to **Tetris**), trying not to use the words you've used before while explaining other, similar games? To put it in a nutshell, **Klaktris**, although named terribly, is a right riveting puzzler that'll hook some, and leave others thinking 'why?'

items to improve your craft and 'personal status'. However, while you're doing this, **Space Invaders** fire upon you with relentless intensity and, horror of horrors, you can't fire back...

Once you've died a few times, you finally get to take on the **Space Invaders**, and give the swines a few bullets in the kisser for your troubles. It's very well executed, though hampered by the almost endless trek it takes before you get to see some *real* action.



**Mr Brick** is a platform game with distinct **Manic Miner** overtones, though not half as good. Fiddly controls and dull graphics do little to

keep you amused. I'd say its total lastability is roughly around the five-minute mark.

Finally, there's **E-Type Asteroids**; another **Asteroids** clone (obviously), only this time the programmers took the time to soup it up with

different levels, sprites and collectable weapons. It doesn't really add much to the theme, though, as they've done the dirty and ditched the wraparound play area and replaced it with a scrolly one.

**E-Type Asteroids** is fun to play for a while, but its main fault lies in the fact that it's a simple task of collecting a certain amount of mystery objects to advance onto further levels. Even destroying asteroids isn't really necessary — and if that isn't blasphemous, I don't know what is!

If you want classic arcade games brought to your home, you've got four prime examples on one cheap disk in the form of **Assassins #25**. If you want originality, look elsewhere.



**DELUXE PACMAN**

**17 Bit Software**



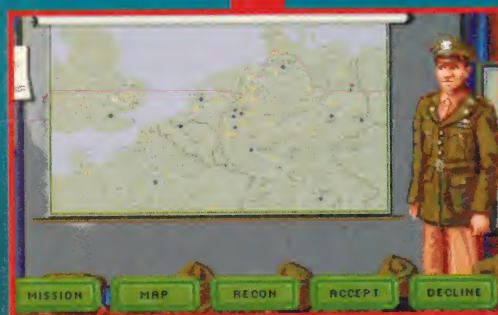
I'm sick and tired of **Pacman** games (as I've no doubt are you) but **Deluxe Pacman** gets a mention because it's the best to date, and even offers novelties such as power-ups. It's Shareware, which is perhaps asking too much considering the original game's age and lack of gameplay, especially when compared to releases of today. Nevertheless, if it's a pill-munching game you want, you'll get all that and more — it's also graphically excellent, an aspect usually ignored by its rivals.

**So that's it for another month. Send in any PD, Shareware and Licenceware that you'd like to be featured, and who knows? Perhaps I'll squeeze it in. See ya!**



# RICH PICKINGS

■ Check out the boys. Worra great bunch of lads, eh!



■ Phew, just made it. After crawling back across the Channel on two engines, our heroes crashland back on the shores of Blighty.



# B17 FLY FORTRESS

■ **Microprose,**  
**£34.99**

**T**he latest epic simulation to take off from the ever-productive Microprose hangar turns back the years to 1943. The big fight is in full swing as Hitler's armies amass for the planned invasion of Britain. Armadas of allied bombers fly night and day attempting to break the German war machine, or at least buy a little time to prepare for the inevitable. With the RAF handling mostly night-time operations, daylight raids are the main responsibility of USAAF squadrons based in southern England, spearheaded by the aptly named 'Flying Fortress'.

B17 places you in command of one such airborne arsenal, complete with a full ten-man crew. The duties of each man, be they gunner or radio-operator, must be learnt inside out if you're to hit your assigned target(s) and get home in one piece. However, prior to the action you get to customise your plane in true 'all-American boy' style: decide on a suitably saucy name and choose a nose illustration from the

available selection consisting mainly of girls in various states of undress. Clicking on the crew icon brings up a nice sepia-effect 'photograph' of the chaps in front of their machine. From here you can view each man's service record, abilities, and edit names.

When happy, it's time to tackle your first mission. You'll be given a number of briefs: decide which suits you best then you're presented with a film of the target taken from a reconnaissance plane. Studying this carefully is important, so you can recognise it easily when you get there.

The flight commences with a view from the pilot's seat, your first job being to get the engines going and taxi out onto the runway. Taking off is, as with most flight sims, relatively simple — just increase throttle to the max and pull back on the joystick. When in the air, quickly get into formation with the other planes (each mission involves three bombers, two under computer control) for the trip across the channel.

## Tails off

Packed with excellent ditties (especially the outstanding title tune, soooooo atmospheric!), superb static screens and all backed up by a manual of which Shakespeare would have

**A game of very limited appeal**







# RICH PICKINGS



# SUPERFROG

■ Team 17, £26.99

Since the console boom there's been (perhaps predictably) a fair few attempts to out-sonic *Sonic* (*Zool*, *Tearaway Thomas*, etc). The newest kid on the block is *Superfrog*.

Having started out as a handsome prince, our hero's life was looking pretty rosy. When he was betrothed to a beautiful princess it appeared the stuff of fairy tales, but, of course, the story took a bitter twist. The obligatory wicked witch of the locality took an exceedingly dim view of all this

barf-inducing luvvy-duvviness and reaped a terrible revenge.

Happening upon the courting royals one lazy afternoon, she seized her opportunity. Swooping down aboard her magic broomstick, she snatched the delicate princess, and with a resounding SHAZZZAM from her wand, did turn the hapless monarch-to-be into (you guessed it!) a slimy old frog.

Somewhat unhappy with his new existence on the river bank, life became an endless depression for the croaksome one until, one day, a strange bottle floated by. Inscribed on its label was one mystical word, Lucozade! Drinking deeply of the orange liquid, our amphibious ally underwent a strange change... Superfrog was born!

## Leap into action

After the amusing (though less than awesome) cartoon intro you're plunged into another super-

speedy platform land, brimming with colour, fruit, and cutesy baddies. The idea being to collect all the coins found dotted around the level, thereby opening the level exit. Most nasties can be killed by jumping on them but things are made easier by locating destructo-spud, a curious green creature who, when thrown, kills enemies on contact. Also available are wings, enabling froggy to fly a short distance, and plenty of Lucozade to top up that all-important energy bar.

With six worlds, each comprised of four sizeable levels, *Superfrog* offers very respectable VFM, though there are no

historical gaming breakthroughs. A fruit-machine subgame after every level breaks up the proceedings agreeably, also giving you the chance of boosting your score and winning bonuses. The option of an easy mode allows you to become familiar with level layouts, but real fun is

derived from the normal game in which Superfrog dashes and skids around like there's no tomorrow. Another welcome addition to the formula is the inclusion of level codes to avert the boredom of playing through stages over and over. With a little mapping thrown in for good measure, this is one anybody can enjoy. Jolly frolics, if a tad (pole) derivative.



**TIP TIME!** Running into some walls opens up secret passages to treasure rooms, so keep trying it.

“ Superfrog dashes and skids around like there's no tomorrow ”

■ Neat touches abound in this leap around 'n' grab everything platform caper. The screen on the right is just such a clever graphical device we simply had to show it to you!



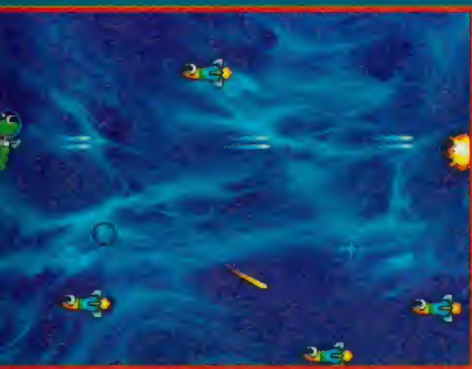
■ Below: The inter-level fruit machine can award extra lives... but there's no nudge feature as stated in, ahem, a rival mag. Maybe if they'd played the game (not just the demo!) they'd have got it right!







■ Talk about derivative! *Superfrog* borrows ideas from virtually every platform game going. Collecting coins, a sort of yo-yo, and jumping into mushrooms etc to reveal hidden coins is vaguely reminiscent of an Italian plumber's exploits, while the high-powered springs, tubes that suck you up, and (obligatory) balls on chains bring to mind a certain hedgehog. So it's crap, right? No way! The programmers quite happily admit it's intended to be a 'classic example of the genre' — and it really is. There are one or two irritations, like the way you can fall onto instantly lethal spikes after hitting a nasty in midair — or after jumping into the unknown. On the whole, though, it's extremely playable stuff, with plenty of new features on each world to keep you interested. The addition of pass-codes avoids the repetitive frustration of other platformers, prolonging long-term appeal. Fun, funny and furious, this is a prince among frogs.

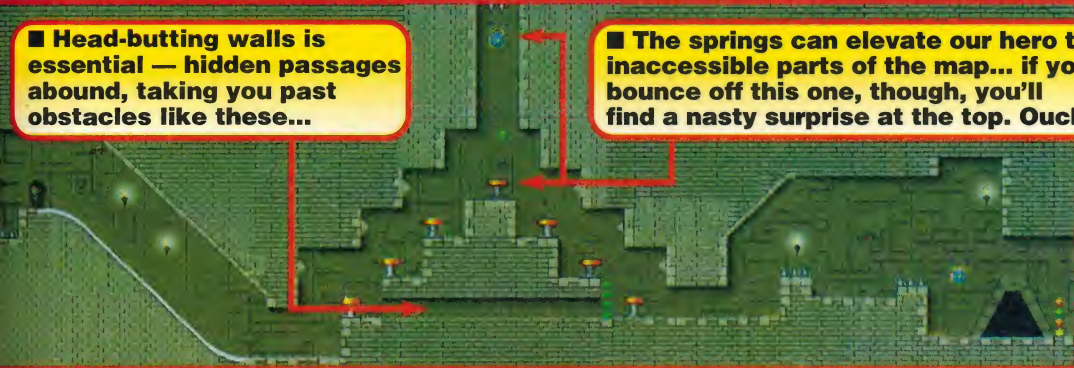


- SUPERFROG
- TEAM 17
- £26.99
- 1 PLAYER
- PLATFORM



■ Head-butting walls is essential — hidden passages abound, taking you past obstacles like these...

■ The springs can elevate our hero to inaccessible parts of the map... if you bounce off this one, though, you'll find a nasty surprise at the top. Ouch!



■ Forget innovation and originality — playability is the name of the game!

# 88%





# RICH PICKINGS



## CHUCK ROCK 2 - SON OF CHUCK

■ Core Design, £25.99

Fashion is a fickle mistress, and it looks as if her talons have temporarily spared the popular teenage magazines from clothing dilemmas, 'coz she's come to visit the world of computer games. Lucky old us, eh? No longer do we 'Press Fire' — that's an old and outmoded concept, it would seem. No, these days we 'Press Start', even though we of the Amiga-owning fraternity aren't in possession of such a button. If we're brutally honest, it's still the same old case of clicking the fire button, upon which (more often than not) you dive into distinctly consolesque platform games. Like *Chuck Rock 2*.

After the excellent (if inconsistent) *Arabian Nights* and the superior *Lionheart* (both reviewed last ish), *Chuck 2* is up against some hefty competition. I'll disregard the plot, as no-one ever takes much notice of them anyway, and verbatim regurgitation isn't fun for anyone. Instead, I'll just grab the tree by its lower branches and shout about *Chuck 2*, 'coz sadly it's not as good as I'd expected. It's by no means terrible, but the simple platform action is just too easy to start off with, and too repetitive when you have to replay earlier levels.

Chuck's got a lot in its favour though. Novel touches include Chuck Jnr's ability to stand atop his club to avoid ground-based nasties, and being able to (occasionally)

manipulate the scenery to his benefit. However, even better are the fantastic graphics, with some monsters over two screens high and flawlessly animated. There's also a plethora of bonus screens to add a little variation — not to mention the impressive end-of-level nasties.

### Chuckling away

To add spice, the programmers have incorporated several creatures or objects to help you get through the many levels. These range from dinosaurs that can be mounted and ridden on, to Reggie the Rock Eater who'll eat or spit out rocks to ensure a (relatively) safe journey for Chuck Senior's plucky son. You'll soon find that the little one's club is your best piece of weaponry, although how he manages to swing it is beyond me — whatever he's been taking, I want some!

Graphically and sonically outstanding, *Chuck 2* won't hold the attention of most seasoned gamers for very long. It's got a lot of positive points, but ultimately the lack of level codes results in too much plodding through unimpressive early levels. As the game progresses, the standard of the platform action increases — unfortunately, so does the difficulty. This aside, if you've got either of last month's stormers (mentioned earlier) and are hungry for more bouncing and stuff, you won't be too disappointed by *Chuck 2*.



**TIP TIME!** Try exploring the levels thoroughly to discover lots of extra lives.

“ Won't hold the attention of most seasoned gamers for very long ”

■ Dreary, washed-out graphics do their level best to remove what little attraction this simplistic platformer holds. I'm not saying it's dire by any stretch, there's just so little variety in the gameplay. Hidden bonuses make careful exploration a little more rewarding but a lack of passwords mean much trudging through already fully explored levels. This wouldn't matter with thrill-a-minute action, but duffing completely dense baddies attacking in the same patterns every game gets seriously repetitive. Nice level-end guardians help proceedings, but not to the point of saving an occasionally boring, always average title. ■



- CHUCK 2
- CORE DESIGN
- £25.99
- 1 PLAYER
- PLATFORM



■ Not a bad bounce, but soon becomes tiresome

**78%**





**Zeppelin Premier, £25.99**

If you thought Lemmings were a bit thick, you haven't met the dim passengers of the SS Lucifer. When the ship is holed by an iceberg near Greenland, the fare-paying prats go berserk. Instead of heading for the lifeboats, they invade the hazard-filled engine room where 70,000 gallons of icy sea water are pouring into the hull!

Personally I'd let the little twerps drown, but hero Kevin Codner is made of sterner stuff. On each of the 60 vertically scrolling levels, he jumps around platforms, climbs up ladders and swings on chains in his effort to save the passengers from a rising water level — and other hazards. Like Lemmings the passengers walk unwittingly into fires, steam jets and crushing pistons. To get them moving the right way, Kevin must press switches to operate conveyor belts, drop bombs to remove obstacles and even pick up crates with a magnet to form bridges over fires and icy water. The passengers must be guided to the exit before

the rising water catches up — the only hope then is to throw them emergency jetpacks or, if all else fails, press Space to activate your only rescue dinghy.

**That sinking feeling**

If this all sounds fun, that's because it is. Though not as fiendishly perplexing as in many other save-'em-ups, the more arcade-orientated levels are generally well designed. Early ones get you used to the controls and the basic hazard-avoiding tactics, while later ones give you little time to think as you must perform several tasks very quickly or you've had it. This is fair enough — nobody likes a game to be too easy — but it ultimately causes frustration. Although the game offers level passwords to try and avoid this problem, I got fed up with the lengthy disk-accessing after losing all my lives. It was then that I realised what a stupid idea this

**Levels are generally well designed**

was — what's the point of going back to the title screen, inputting a password, only to return to the level you just died on?! It'd be much more sensible if you were allowed infinite attempts at each level, as in *Lemmings*.

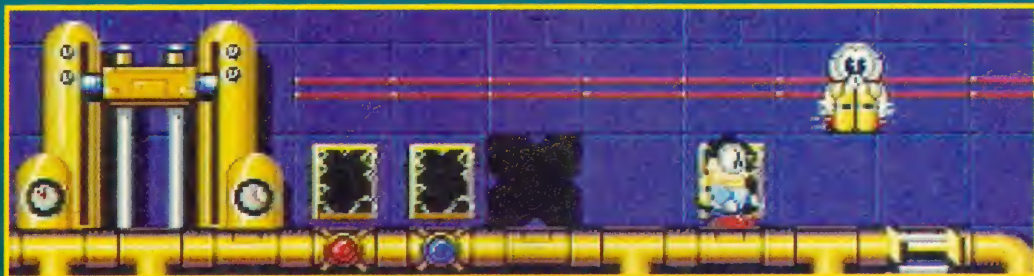
This might seem like a minor flaw, but when you reach a really tricky level it gets extremely annoying, and severely reduces addictiveness — instead of wanting to instantly try again, you wonder whether it's worth the bother. If the game were utterly brilliant it might be, but *Sink Or Swim* really isn't that good.



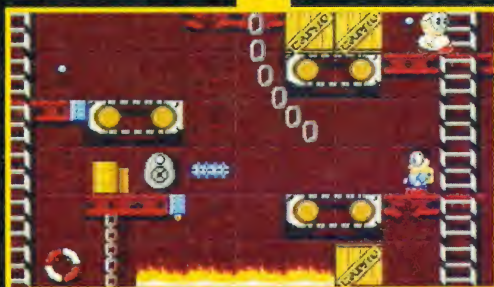
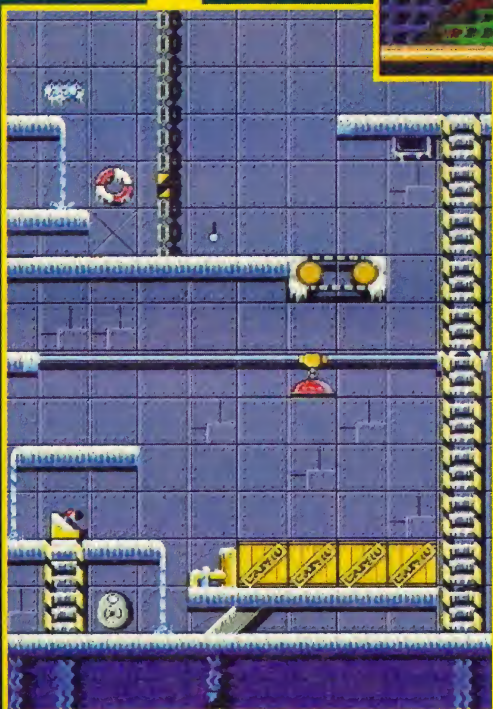
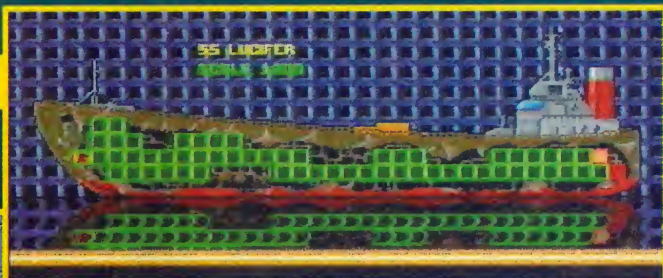
**TIP TIME!** To get passengers past crushers, switch the conveyor belt to reverse — then only change the direction when it's safe.



**SINK OR SWIM**



Right: Turn the green boxes red to win! Below: This is what one of the early levels looks like — they get harder, though...



And verily did a game arrive, offering many a happy hour of wanton saving — or so it seemed. The people of the office were pleased, as it looked as if the demanding god of software publishing had smiled upon them, and their lusts for heroic antics could finally be quenched.

After first-hand experience of annoying flaws, the people began to wonder; could that be a feeling of hydrophobia arising from the pits of their souls? Granted, it was a mild case, but everyone soon decided that the watery frolics *Sink or Swim* offered were marred by frustrating gameplay and annoying design glitches. So they waved their fists at the sky and shouted 'Why can't we stay on one screen until we pass it? After all, we only have to disk access before re-entering the given password. *Lemmings* let us, and that's years old'. They had a point, you know...

- SINK OR SWIM
- ZEPPELIN PREMIER
- £25.99
- 1 PLAYER
- SAVE-'EM-UP



Overpriced and weighed down by disk-accessing

**72%**



# RICH PICKINGS

# ENTITY

■ **Loriciel,**  
**£25.99**

**T**he main character in *Entity* just happens to be a busty young woman with very little clothing. But with gameplay this poor it's bound to have its fair share of knockers anyway. Whether you think it's sexist is irrelevant (personally I think it makes a refreshing change from all those muscle-bound heroes): it's pure pap.

If you're looking for crude humour, forget the graphics and take a look instead at the simplistic action. On the first of five horizontally scrolling levels, the leather-thonged heroine (Anthemis) walks along, zapping dinosaurs and pterodactyls with her energy bolts. It's strangely reminiscent of that controversial (and equally turgid) oldie, *Vixen* — only then the busty girl was armed with a whip. If anything's sexist it's the way most games with female stars turn out to be so dire!

Things get harder, but no more interesting, for Anthemis on later levels where she climbs a mountain, wanders through a forest, delves into a huge cave, before entering the apocalyptic ruins. Firing power-ups can be collected, along with temporary

invulnerability and 'flight', while parchments show where pieces of a magic sceptre are hidden. This is needed to fight each end-of-level superbaddie — the final one is the fearsome Entity itself.

## Utter nonentity!

What makes *Entity* so frustrating is its unresponsive controls. The baddies are hard enough to avoid (often impossible), never mind having to contend with a dubious jumping method: if you don't instantly obtain the joystick diagonal, Anthemis leaps feebly up and drifts left/right. This is bad enough when leaping between platforms, but incredibly infuriating when trying to jump the rocks over marshes — one slip and you sink to your death.

After a handful of goes I completely lost interest. Apart from climbing the odd set of platforms, there isn't much exploration as you don't really have any choice where to go. Even the graphics aren't that impressive with simple parallax and fairly crude animation on most of the baddies. It looks very old hat — especially when compared to the likes of *Jim Power* (also by Loriciel).

Some people may put *Entity* down as one of those French games that isn't too bad but a bit weird — I say it's simply poor.



**TIP TIME!** Be very careful when jumping over marshes: make Anthemis land on the middle of each rock or she may slip off.

“ There isn't much exploration ”



■ The backdrops are fairly attractive, but animation's a bit rough — particularly on those big superbaddies.



■ So much for the foxy main sprite, Entity plays like a dog: just endless trudging, shooting the odd baddie.

■ Admirable graphics and passable sound don't make a game; after all, you can only observe for so long before feeling the need for interaction. I've no doubt many Amiga owners will feel the same about *Entity's* scantily clad sprite; I'll leave it to you to decide what I'm implying there...

In the long run, this shoot-'em-up/arcade-adventure hybrid offers little new or interesting on the playability front. Games that create situations where you're hit no matter how skilfully you've manoeuvred annoy me — and *Entity* is a classic example of this woefully infuriating and unsatisfying category.

If you want a little adventure with your blasting, save many pennies for Delphine's *Flashback* — the English version will be released this summer, and we're really looking forward to it. Not so much that we'll review pirated copies of foreign versions, but still, not everyone's as scrupulous as us, are they? ■

■ **ENTITY**  
 ■ **LORICIEL**  
 ■ **£25.99**  
 ■ **1 PLAYER**  
 ■ **ARCADE ADVENTURE / SHOOT-'EM-UP**



■ Don't be fooled by its front end, buy this and you get the booby prize! **57%**



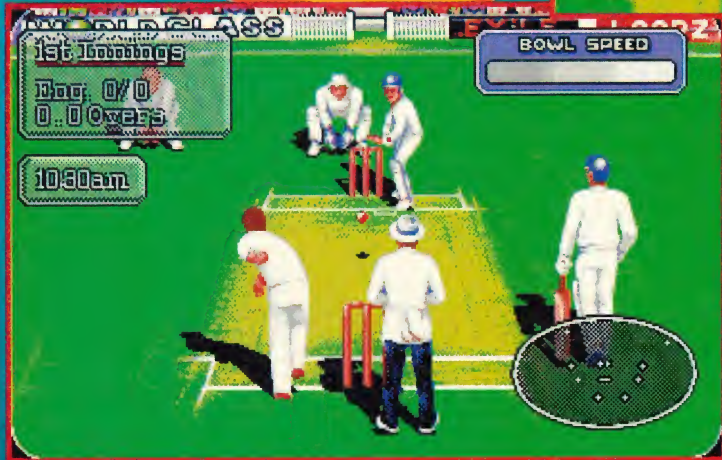






# FULL PRICE REVIEWS

# RICH PICKINGS

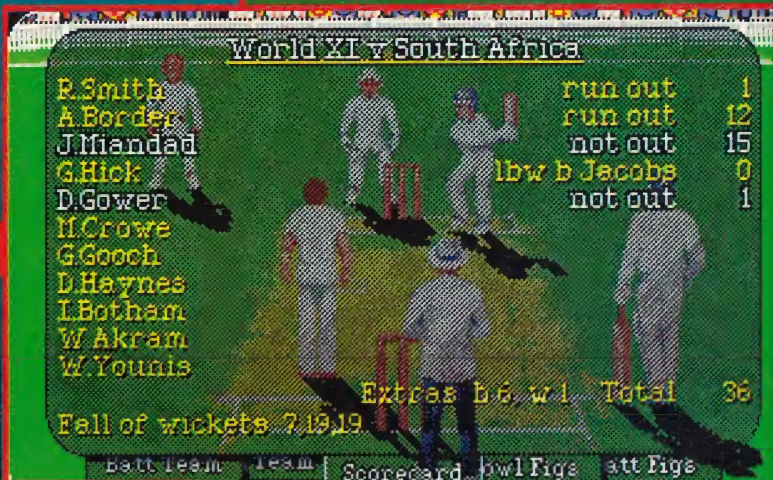


- The fielding screen shows a player throwing the ball while the batsmen waggle to run. (Above)
- The first ball is bowled to England by a fast bowler, wagging to increase speed. (Left)
- You can set fielding positions for each bowler. (Bottom left)

# WORL

## ■ Audiogenic, £29.99

**W**orld class? Pah! Anyone witnessing England's embarrassing performances in India will be shocked by that description. But if you think you could do better, this simulation offers you the chance to get 'Delhi belly' and the runs yourself. Thankfully you don't have to play England — the major cricketing nations are available, along with a World XI, all featuring real players with authentic batting and bowling statistics. Teams can be edited or created and saved to disk.



Opening Batsmen & Opening Bowler Setup

Player	Style	Hand	Av.
R. Smith	Moderate	Right	51
G. Hick	Aggressive	Right	49

Change Batsmen

Player	Style	Hand	Av.
M. Marshall	Fast Bowler	Right	22
C. Ambrose	Fast Bowler	Right	23

Change Bowlers



■ Hmm, not bad. It's by no means brilliant, but it won't make you want to shove the disks up the programmer's silly mid-off.

The animation's outstanding and the graphics are tastier than a cucumber sandwich with the crusts cut off, but the amount of wagging involved left me stumped for words. The way the fielders throw the ball to the wrong wicket when going for a run-out is infuriating too — my language was cruder than an MCC tie! It's not a bad representation of the sport, but maybe cricket isn't the best game to computerise. ■

England: Squad Selection

Player	Style	H.	Av.	Style	H.	Av.
G. Gooch	Swing	R	32	Mod	R	47
M. Atherton	Leg	R	36	Def	R	43
G. Hick	Off	R	48	Agg	R	49
D. Gower	Leg	L	99	Agg	L	49
M. Gatting	Off	R	35	Agg	R	49
R. Smith	Off	R	50	Mod	R	51
Fairbrother	Off	L	85	Agg	L	41
M. Lewis	Fast	R	29	Agg	R	23
G. Thorpe	Off	R	51	Mod	L	41
R. Blakey	Fast	R	99	Mod	R	31
D. Malcolm	Fast	R	28	Agg	R	7

11 Players Selected Clear Best 11 OK

■ Bowled out! The ball just clipped the off stump. (Above)



# GRAHAM GOOCH WORLD CLASS CRICKET

You select one or two players, computer skill level (from three), and the match length: one/two innings of 20-90 overs, or unlimited for a test match. After selecting your team from the squad of 20 (you can auto-select the best 11), the coin's tossed and the 'action' begins...

### Hit for six

'You join us at The Oval with England already all out for just 87 runs. The West Indies have just come in to bat. And it's Devon Malcolm bowling to Desmond Haynes. See how he carefully places the cursor to aim his delivery while Haynes moves on the crease, then waggles like mad to set the pace. The batsman has only a split second to decide what stroke to play, by moving his joystick in any of the eight directions. And... he hooks the short delivery for four runs, as signalled by the umpire.'

Several overs later... 'Well, the West Indies openers have dominated, so captain Graham Gooch has decided to try a bit of swing bowling himself. He chooses an out- or in-swing, then waggles to increase the swing.

A deceptive delivery there, but Richie Richardson drives it into the outfield, before vigorously waggling to run between the wickets. The England fielder automatically picks it up and throws it to his wicketkeeper...'

After tea... 'Now Geoffrey, I believe you've noticed something strange about the West Indies players today?'

'Aye, thur all visitin' t'same plastic surgeon as Michael Jackson, by t'looks of it! Thur all white!'

'Nice animation, though. By the way, I saw Pakistan, India and Sri Lanka play and they all looked as pale — in fact, they were even wearing those same blue England helmets! Anyway, back to the game, and England are going to try a touch of spin with Phil Tufnell. He can

swerve the ball both ways, but as an off-spinner he's better doing it in that direction, setting the spin by more waggling. Nice delivery... Haynes tries to cut it... and he's caught automatically by an England slip. Howzat?!

'About 352 for 1, I reckon!'

### Sticky wicket

It's just not cricket, is it? I thought

this was meant to be a relaxing game, but bowling is very tiring due to all that joystick waggling. After a few overs your arm's dropping off, so a test match requires an Arnie-style biceps.

Although you can set your fielders' positions, it's disappointing that they're computer controlled. They often do stupid things like dropping the ball or throwing it to the wrong wicket. Mind you, the batsmen aren't without their problems, often falling foul of dubious lbw decisions (though this can be turned off). The worst flaw is their habit of going for another run when you don't tell them to, often resulting in frustrating run-outs.

*World Class Cricket* is a reasonably playable simulation of the sport, but its simplistic nature and lack of control is disappointing — apart from the graphics, it's hardly any advance over Gooch's first 8-bit licence of eight years ago. At 30 quid it's an expensive way to while away a rainy summer's day.



**TIP TIME!** With fast bowlers, don't just go for the fastest speed all the time — vary the pace to try and fool the batsman.



■ The umpire signals 'four runs' when the ball goes over the boundary.



**World Class Cricket Match Options**

- 1 Player Game Mouse/Joystick
- 2 Player Game Joystick/Joystick
- Computer V Computer Game
- Desktop Speed Game
- Small Level
- Auto-Clear
- Match Settings
- Help/Credits/Themes
- Sound
- Resets-Game

**Current Match Settings**

1 Day - 10 Over - 2 Innings - 100' on



- GRAHAM GOOCH WORLD CLASS CRICKET
- AUDIOGENIC
- £29.99
- 1/2 PLAYERS
- SPORTS SIMULATION



■ The umpire signals 'six runs' when the ball flies over the boundary without hitting the ground first.

■ Not bad, but not good enough to justify the high price tag

**68%**



# THE GREATEST

## RICH PICKINGS



### LET'S GET (BEAU) JOLLY!

Between escaping from dungeons, waging war against Harkonens and smashing each other around the head with snooker cues, the AMIGA FORCE team have taken the time to be particularly impressed by *The Greatest*. The best compilation we've seen for many a blue moon, it's also the subject matter of this mini-competition. To win one of TEN copies of this altogether excellent effort from Beau Jolly, simply answer the following question...

**If you were involved in spice mining, could aim for a maximum break and needed to free a jester, which compilation would you be playing?**

Answers on the back of a postcard (or sealed envelope) to: *IT'S JOLLY WELL GREAT COMP, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW*. Entries must reach us by 18 June by the latest.

### ■ Beau Jolly, £32.99

The greatest, eh? It's a bold statement to make. Fortunately, it's not as embarrassingly inaccurate as it could be: this compilation is almost as good as its name suggests.

*Jimmy White's 'Whirlwind' Snooker* is both a technical marvel and a dream to play. Being able to view the table from almost every conceivable angle is great. Likewise, the speed of your computer opponents makes for enjoyable, fluent gameplay. Get a friend round and things can really begin to take off — *Jimmy White's* sports a great two-player option. As with other Archer Maclean games, the presentation and speed are remarkable, though it's a shame that 1200 users won't be able to play it — darn and blast those incompatibility problems.

**“The best compilation I've ever seen”**

### ■ Tempting offer

*Lure Of The Temptress* is a graphic adventure very much in the vein of the *Monkey Island* and *Indiana Jones* games. Graphically it's top-notch, and the difficulty level's pitched just around the frustration mark — although regular saving of your position can help you avoid the annoying

scenario of having to restart the entire quest. There's a lot to do, and a great deal in the way of character interaction. In fact, the only real fault I could find is that objects tend to be rather small and at times obscured, so you spend ages scouring the screen with the pointer. I hate doing that.

Nevertheless, it's large, interesting and offers you a fair amount of freedom in your quest — unlike the particularly linear *Dune*. Don't get me wrong: this conversion of the

Frank Herbert book and the subsequent David Lynch film isn't dire, merely limited in its scope. Most impressive are the well-defined graphics, some of which have been redrawn from the film's images. It looks like a graphic adventure, but

the gameplay owes more to strategy and war simulations than it does to exploration and character interaction (people give you information, but there's no conversation as such).

So there you have it. *Jimmy White's* is an excellent game, undoubtedly the best of its type to date. *Lure Of The Temptress* is a well-constructed adventure, and *Dune* is an above-average collection of varied game-styles. This helps to make *The Greatest* the best compilation I've ever seen, and if you don't own any of the games included, you'd be a nutcase to miss it.



■ (Above) Graphic adventure *Dune's* not great but it ain't a load of balls — like the brilliant *Jimmy White's Whirlwind Snooker* (below).



■ *Jimmy White's* is one of the best Amiga outings of all time, a spectacular demonstration of what the machine can do and a right good game to boot. *Lure Of The Temptress* is a polished, playable adventure, and *Dune's* one of the most accessible strategy numbers in a long time. There's nothing here for hardened blasters and platform freaks, but they're spoiled for choice anyway. For gamers who like using their grey matter, this compilation is indeed *The Greatest!* It's not cheap at thirty-odd quid a throw, but the games aren't exactly ancient — even at the price, it's a bargain. ■



■ Three high-quality games make up a great VFM collection

**89%**







# amiga FORCE

## TIPS FOR ALL!

Welcome to the brightest, most-colourful tips section in the galaxy. And it's as good as it looks, with massive maps, top-notch tips, and a whole section full of cheats. If you're still lost, here's where they all are...

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# SUPERFROG


Keep leaping into trouble in Team 17's bounciest arcade adventure? There'll be no more croaking with these spawny maps!

## POWER-UPS


 **INVISIBILITY:** Jump into baddies without harm — but watch out for spikes!


**DESTRUCTO-SPUD:** This is a yo-yo which you can send out to bash nasties. 

 **RESTART COIN:** Collect this and on dying you restart from this point.

**SPEED UP PILL:** This puts extra zip into your legs for mighty leaps. 

 **SLOW DOWN PILL:** The opposite of the speedup is useful for tricky sections.

**COIN:** You must collect loads of these to open the end-of-level exit. 

 **FROG WINGS:** Flap 'em to fly across huge chasms and spikes.

**EXTRA FROG:** These scarce items are often hidden in secret rooms. 



**LUCOZADE:** Drinking this tack replenishes lost energy. Daley Thompson swears by the stuff — or is it Guinness?



Run into the wall to reveal this secret passage leading to lots of treasure.





Jumping onto these water springs propels you upwards to reach all those goodies and coins.

# WORLD THREE LEVEL ONE

## PLAYING TIPS

To activate the sucking device, jump into the lever on the top platform. You can then jump into the entrance and be sucked up and round to the exit on the right.

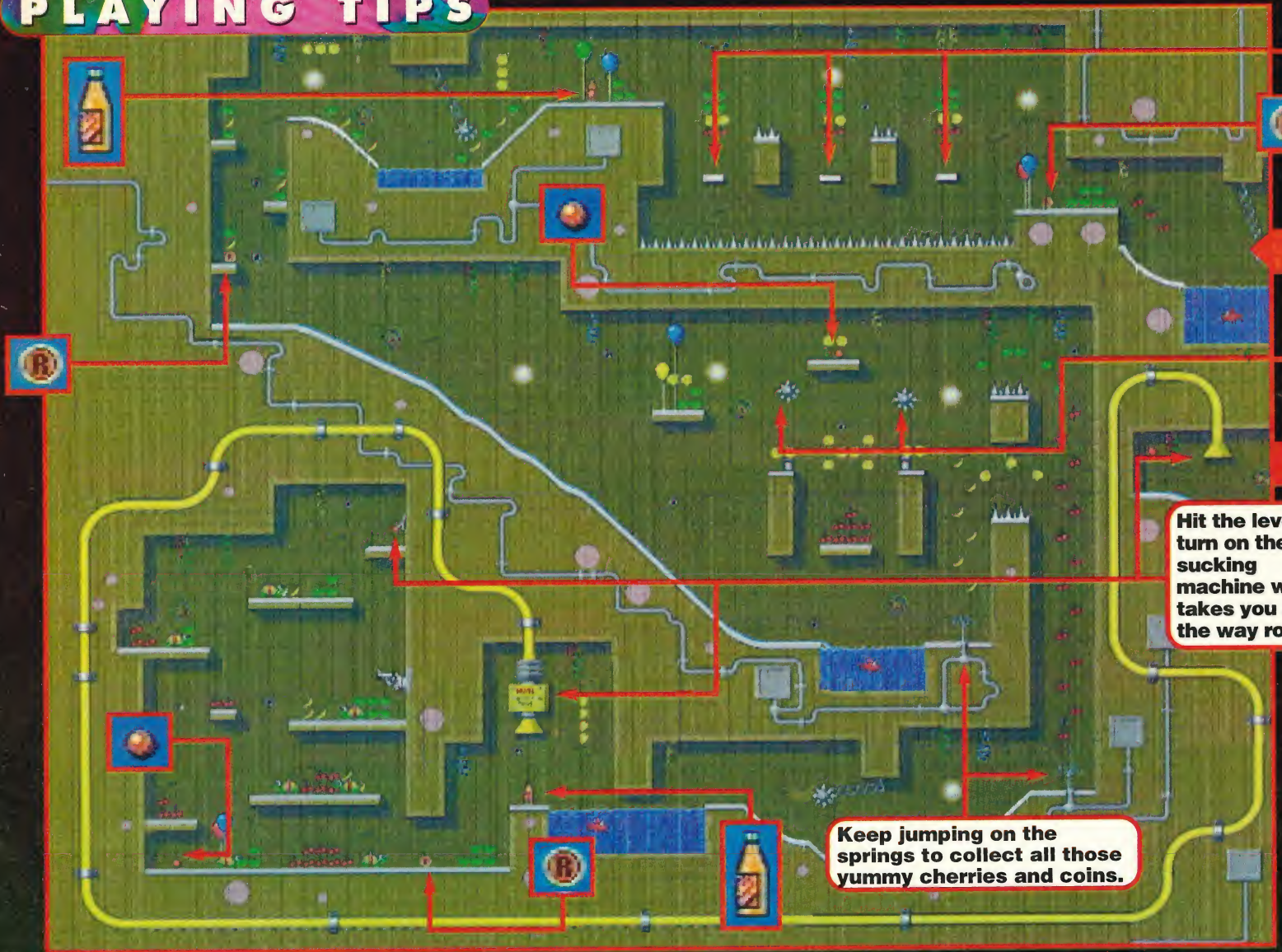
Step here and the floor gives way. You fall down and must go back through the sucker.

Hop through the exit to reach the next level.

Be careful, these platforms slide in and out of the wall — stand on one too long and you may fall onto spikes or baddies below. So watch out, young froggy!



# PLAYING TIPS



Hit the lever to turn on the sucking machine which takes you all the way round.

Keep jumping on the springs to collect all those yummy cherries and coins.

 **JEWELLED CROWN**  
50,000 POINTS

**CROWN**  
20,000 POINTS 

 **DIAMOND**  
15,000 POINTS

**EMERALD**  
10,000 POINTS 

 **BLUESTONE**  
3,500 POINTS


**TIGER'S EYE**  
2,000 POINTS 

## COLLECTABLE ITEMS

 **GEMSTONES**  
2,500 POINTS

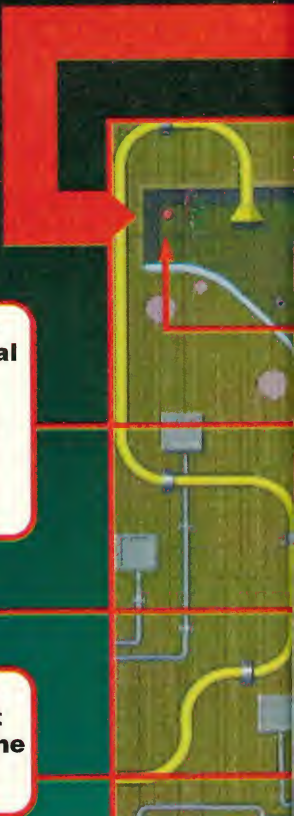
**CHERRY**  
50 POINTS 

 **APPLE**  
50 POINTS

 **BANANA**  
50 POINTS

Run into the wall to reveal this secret passage which leads to loads of coins and power-ups.

 Jump on the spring to get back up to the passage again.





Jump quickly from these in/out-sliding platforms or you'll be spiked!

These spiked balls move up and down — don't touch!

The clown's mouth is where you start.

The floor falls away here and you drop back down to the start again — bah!

# PLAYING TIPS

## WORLD THREE LEVEL TWO

More spiky balls moving up and down — time your jumps carefully to pass them.

Collect enough coins to open the level exit.

Jump on the spring and collect the bananas as you jump up to the top.

Jump on the spring to leap high enough to reach the in/out-sliding platform — from here, jump left onto the ledge.

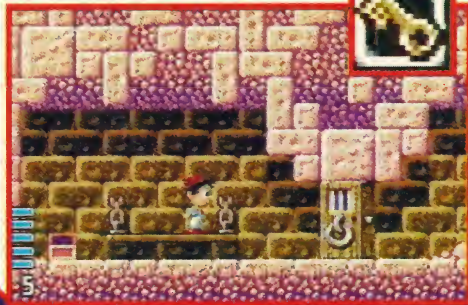


Having won last issue's Masterblaster phone-in tips vote, *Arabian Nights* gets the full AMIGA FORCE treatment with the first four levels solved...

# LEVEL ONE



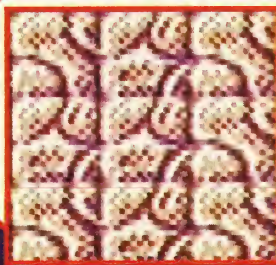
Open the chest for a key to the first three doors you encounter in the dungeon.



Find this row of three arches; you can enter the leftmost for a secret room.



This arch leads to another of those elusive bonus screens.



All blocks marked like this can be smashed with the sword.



Occasionally you'll meet one of these mashes. Run towards him then slide and 'it 'im before he can react, then run away and repeat until he's dead.

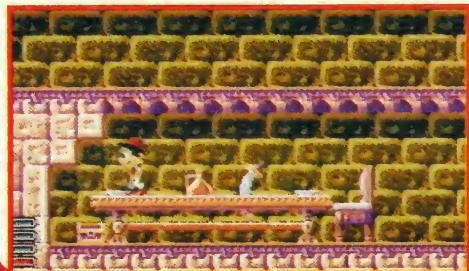


Lockpicks open all other doors on the level.

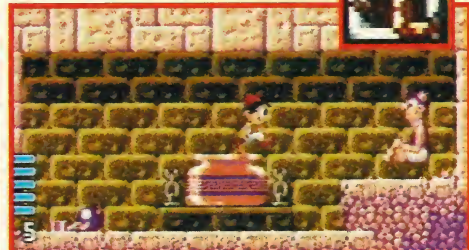


When in the pot maze, use the djin to show the correct route.

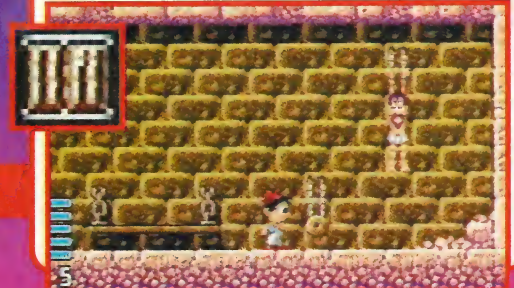
Open the chest in the guardroom to find the maze djin.



Get snake from snake charmer...



...and use it as a winding handle to lower the prisoner. The lockpicks open all other doors on the level. Smash the left-hand wall to gain access to a bonus room.





# LEVEL TWO

# PLAYING TIPS



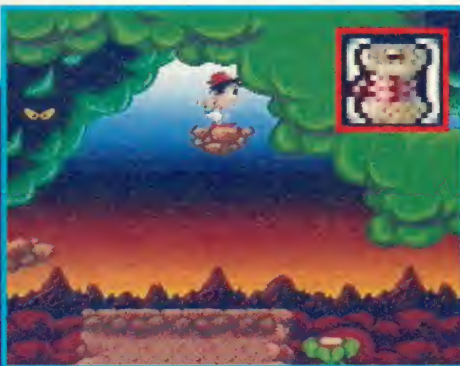
Stand on the slope between the first two trees and jump left to enter a secret treasure room.

Return the spool to Granny, take the carpet and jump onto the plant far right. When it's as high as it goes, jump up and then to the left through the trees.



Climb inside a tree trunk between the collapsing bridges to find hidden treasure. You can also drop down through the second bridge for some goodies.

On the moving platform go as far right as possible, then jump into the trees. Here you'll find some treasure and Fred's spool. Be careful as there's hornets about.



When entering this room, jump up, jump up into the wall on the left for another secret room.



# LEVEL THREE

Kill the hornets as quickly as possible, otherwise they follow you around and are a real pain in the neck (literally).

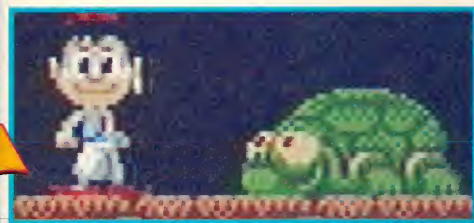


Hot-air balloons — can take a lot of hits but are easy to kill as they only shoot downwards.

Destroy by hitting the guns. Alternatively fly beneath it as it can't shoot down.



Talk to the tortoise...



Only a couple of hits to kill but fire rapid bullets.



Fast, dangerous, and best avoided.



...and his offspring dig you a path through the rock.

Don't enter the third well as it propels you into a swarm of hornets. The middle one contains a treasure room while the first takes you to Granny's house.



Take the thimble to the crying bear and catch his tears. When full, the thimble icon will change to indicate this.

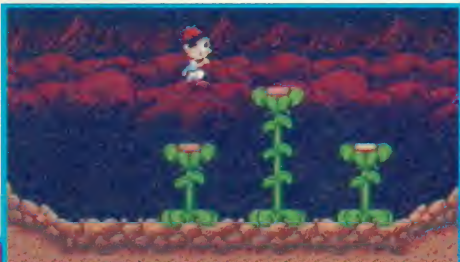
Easily avoided, just stay away from the bottom of the screen.



Granny gives you a thimble...



Use the full thimble to water the third plant, causing it to grow, allowing access to hire platforms.



Fairly easy to kill but be ready to take evasive action.



To defeat the guardian, knock his boulders back towards him after he chucks 'em. Avoid falling rocks.





# PLAYING TIPS

## LEVEL THREE CONTINUED

Generally it's best to avoid rather than shoot — you'll need your lives for later levels. To complete the section, fly off right-hand edge when scrolling stops.



## LEVEL FOUR

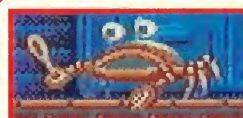
Jump into the wall here to find a hidden passage.



And another!



Both doors lead to the kitchen but the one on the right contains a bonus room as well.



Give the fishes to the cook (crab) and he'll direct you to the exit.



These unpleasant little creatures are all over the place. You can't kill 'em so wait till they

explode before passing. Look out, they reappear when scrolled off screen.

The octopus is very easy to defeat. Wait for him to come towards you, then hit him. Don't move, but jump vertically when he blows a bubble.



The exit — hooray!

There's five doors in the kitchen, each leading to a room containing an octopus. Each has one of the five fishes which you require.

The last section of the level — hit these switches to open the exit door.





# DESERT BUNKER

Engaging the enemy is a dangerous business, and if you're running low on weapons it can spell disaster. Often, though, you'll find yourself just too far away from a fresh supply to make disengagement a viable option... so just how many more shots can that critter take?

Is the deranged desert-dwelling despot driving you to distraction? Does your chopper always seem to be firing blanks? Then use these excellent tips and take the filthy tyrant to the cleaners!

## AAA

Weapon	Number of hits needed
Chain Gun	17
Hydra	2
Hellfire	1



## GUNBOAT

Weapon	Number of hits needed
Chain Gun	50
Hydra	6
Hellfire	2



## CHOPPER

Weapon	Number of hits needed
Chain Gun	50
Hydra	6
Hellfire	2



## AK47

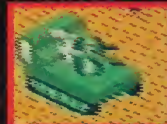
Weapon	Number of hits needed
Chain Gun	4
Hydra	1
Hellfire	1

## RAPIER

Weapon	Number of hits needed
Chain Gun	25
Hydra	3
Hellfire	1

## VDA

Weapon	Number of hits needed
Chain Gun	34
Hydra	4
Hellfire	1



## M48

Weapon	Number of hits needed
Chain Gun	67
Hydra	8
Hellfire	2

## APHID

Weapon	Number of hits needed
Chain Gun	9
Hydra	1
Hellfire	1



## CROTALE

Weapon	Number of hits needed
Chain Gun	84
Hydra	10
Hellfire	3



## ZSU

Weapon	Number of hits needed
Chain Gun	50
Hydra	6
Hellfire	2





# MISSION ONE



## SPEED WINCH

All four levels contain a very handy Speed Winch — they're harder to find than a copy of Salman Rushdie's *Satanic Verses* in the Baghdad branch of Menzies, though, so we've marked their exact locations on the maps for you. Once collected, the Speed Winch enables your chopper to pick up people and supplies in a fraction of the time.

## ARMOUR CRATES

Regain lost armour points by winning an Armour Crate aboard — all 600 hit points will be restored instantly. Take care when picking them up, though, as most are located in places where buildings would make direct winning impossible. Destroy any obstructing structures before manoeuvring into position above the crate.



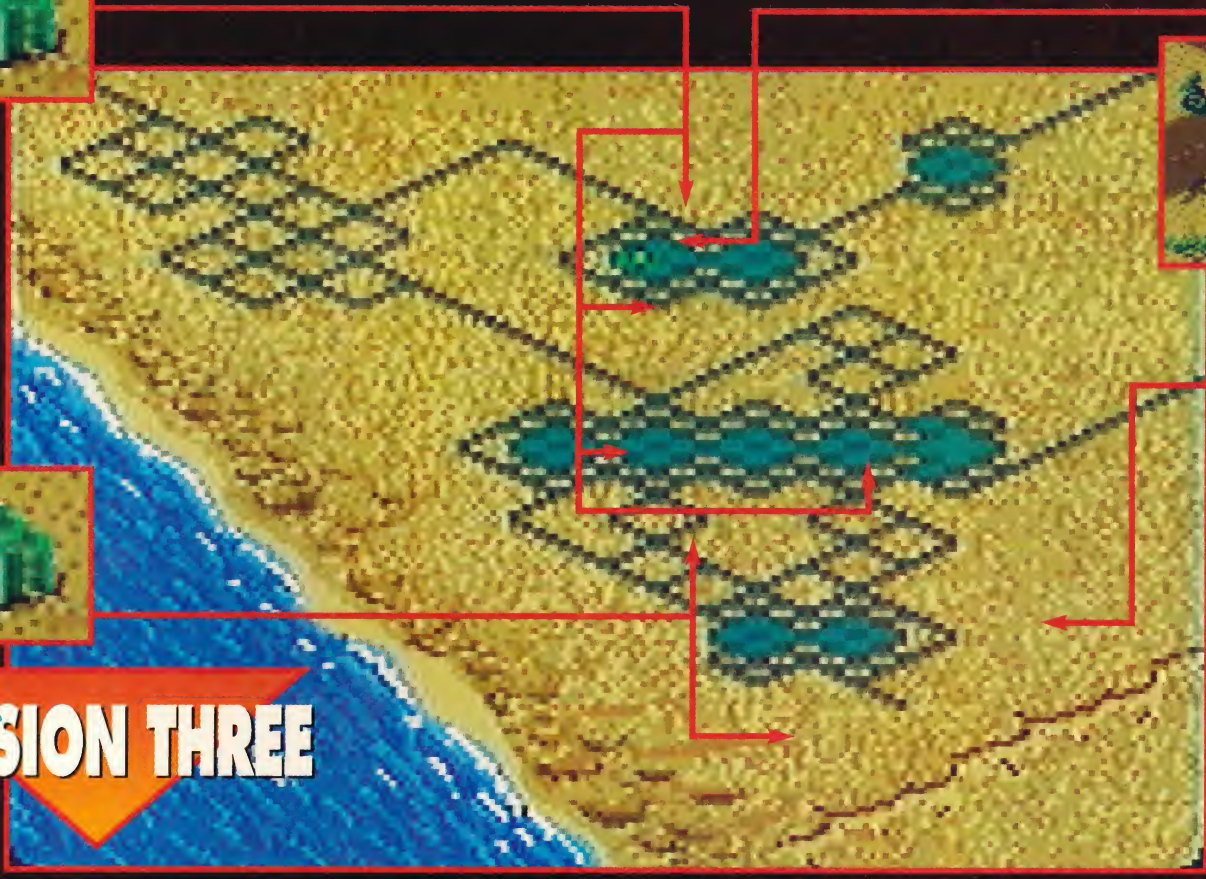
# MISSION TWO







# MISSION THREE



**JAIL BREAK**



**BIOLOGICAL WEAPONS**



**CHEMICAL PLANT**



**COMMAND POST**



**POW CAMP**



**POWER STATION**

**EXTRA LIVES**  
 Nearly down to your last few armour points? Running out of expensive helicopters? Then make your way to the locations marked, where a carefully concealed Extra Life is yours for the winning! They look like Armour Crates only they flash...



## BITS TO BLITZ!



**RADAR**



**AIRFIELD**

## COLLECTABLES

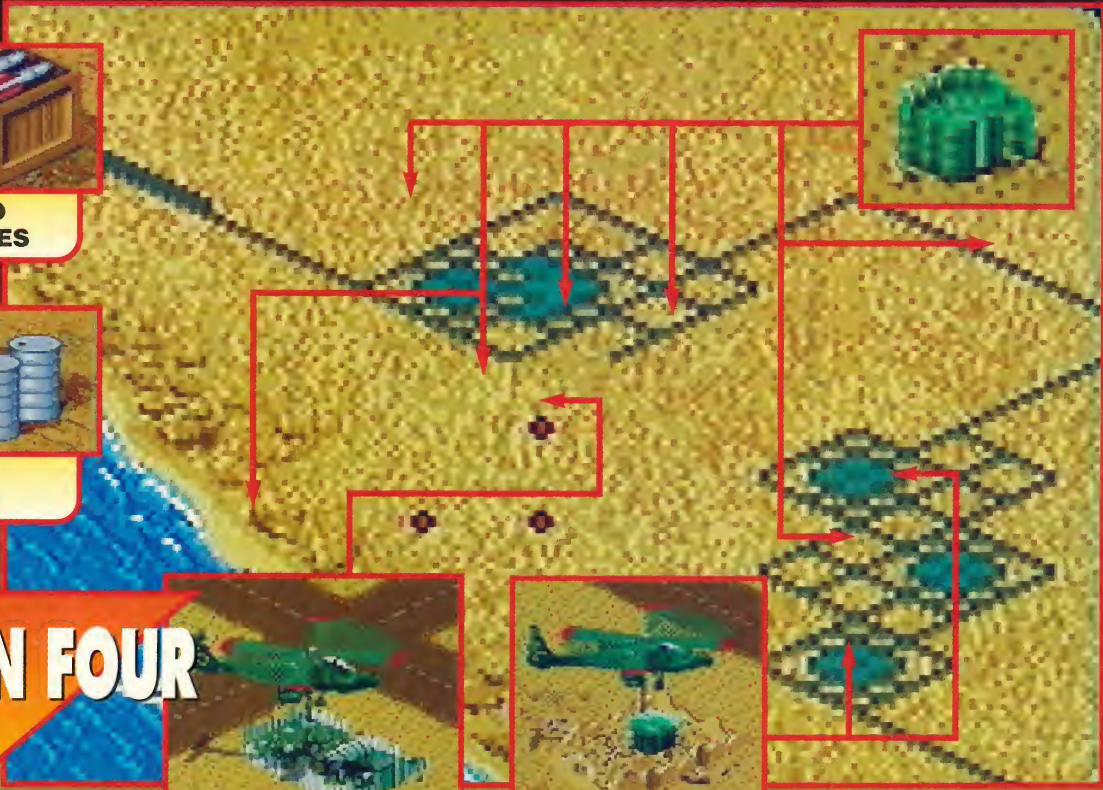


**AMMO CRATES**



**FUEL DUMP**

# MISSION FOUR





# Lemmings Lifeline™



This month we're pleased to help a 'hassled' G Paterson of WGC in Herts (what's with all the abbreviations?), at least on one of the three levels he/she is stuck on — sorry G, we simply haven't got the time to send solutions through the post, so please don't send us SAEs! What we are able to do is help you on the *Take Care, Sweetie!* level from the *Oh No! More Lemmings* data disk. Finally, another request: for everyone to send in their problems from *Lemmings 2*, as we're dying to solve them! If you're stuck on any *Lemmings/Oh No! More Lemmings/Lemmings 2* level, write to: Lemmings Lifeline, AMIGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Don't forget to enclose your name and address, plus the name/number/code of the level.

## TAKE CARE, SWEETIE! (Oh No! More Lemmings; Wild 16; Code: CILVTNKIDL)



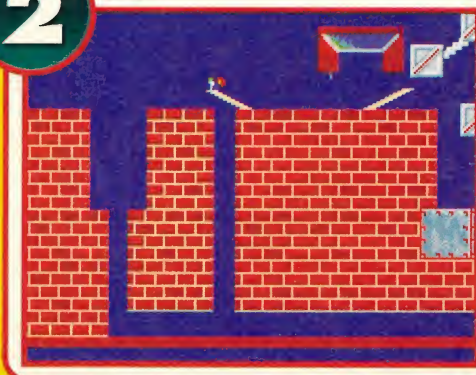
On this level you have to rescue 100% — not surprising when you only have one Lemming! You'd think the solution would be obvious, then, especially as you've only got one climber and four builders. So you build bridges over the two hammers and pools, then climb the big wall and... the little bugger goes over the exit, climbs up the next wall and falls to his doom! A bit of lateral thinking (and many failed attempts) later, and the real solution turns out to take a completely different route...



**1** Turn your first (and only) Lemming into a builder as he lands at the entrance. He stops at the block and turns round.



**2** Build a bridge over the first gap.



**3** Let him fall down the second gap — the way it's staggered means he won't fall too far.



**4** He turns at the wall and walks right. When he gets here, start him building — ie as far left as possible, but still be able to pass



under the wall corner as he builds. As he turns at the wall, start him building again...

**5** He should now be trapped, walking left/right along the bridge. As he walks LEFT, turn him into a climber. He climbs up the left wall, walks



along the top and falls down to the exit.



**SUCCESS**

Send your *Lemmings 2* problems in now or we'll jump off the nearest cliff! Splat!





# CUT-OUT 'N' CHEAT!

## CHEAT CARDS

Yes, yes, yes! Another magnum of bubbly cheats and level codes to add to your collection. Simply cut out the ones you need and store them in your disk boxes.

### amiga FORCE 3D POOL



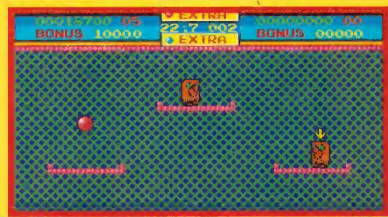
### amiga FORCE BEAST BUSTERS



### amiga FORCE DRAKKHEN



### amiga FORCE HELTER SKELTER



### amiga FORCE JUDGE DREDD



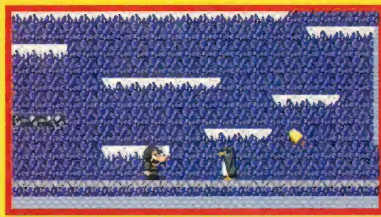
### amiga FORCE LEANDER



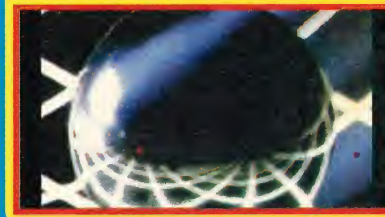
### amiga FORCE LEONARDO



### amiga FORCE MANIC MINER

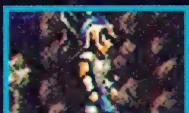
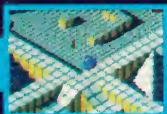
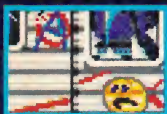


### amiga FORCE MARBLE MADNESS





# CHEAT CARDS



1. 3D POOL
2. BEAST BUSTERS
3. DRAKKHEN
4. LEANDER
5. JUDGE DREDD
6. HELTER SKELTER
7. MARBLE MADNESS
8. MANIC MINER
9. LEONARDO



## DRAKKHEN

(Infogrames)

An ageing RPG... but can it still hold its own against today's releases? We have our doubts, but Infogrames are converting it to the SNES so they must have faith in it.

Enter the character generation section and enter a character's name as 31415927 (mathematicians will recognise this figure — it's pi). All character statistics will now be slightly higher.

## BEAST BUSTERS

(Activision)

Hard-hitting *Op-Wolf* action. Not as good as its inspiration, but worth a blast if your mate's got it. When you pause the game, you can still move your crosshairs and fire your gun. A bad programming error, but useful if you're in a fix.

## 3D POOL

(Kixx)

Here's a few settings for the trickshots:

10 — 0948 091 63 20

13 — 0006 043 39 10

19 — 0617 100 57 06

## LEANDER

(Psychonics)

Er... wow! A really good platformer. A little derivative perhaps, but no less playable for that. Anyway, you'll have plenty of room for your cut-out-and-cheat in that outsize disk box!

World 3 — ZXSP  
World 4 — LVFT

## JUDGE DREDD

(Virgin)

What a waste! A potentially ace licence like ol' Joe Dredd is wasted on a lousy game like this. It's a crying shame...

On the computer screen, log on as DREDD and type BRUCKEN PLAYING HERO QUEST. You can now press HELP to skip levels.

## HELTER SKELTER

(Audilogic)

Wasn't that a song by The Beatles? Who cares? They were a very overrated band...

Level Codes:

11 — SPIN            41 — GOAL  
21 — FLIP            51 — LEFT  
32 — BALL            61 — TWIN  
71 — PLAY

## MARBLE MADNESS

(Ariolasoft)

The AF crew should be good at this — we're all marbles! After Level One, stay where you are and wait, and see what happens.

## MANIC MINER

(Software Projects)

There's nothing like an old 8-bit update, is there? The game includes two versions: the Spectrum original and the Amiga update. We didn't dare print a shot from the Speccy version... Pause the game and press \* for nine extra lives.

## LEONARDO

(Starbyte)

It might be an oldie, but it's certainly a goodie. Here's some level codes:  
10 EMMENTALER  
20 ALPHORN  
30 MATTERHORN  
And for infy lives, try typing FREIBIERC



# CUT-OUT IN! CHEAT!

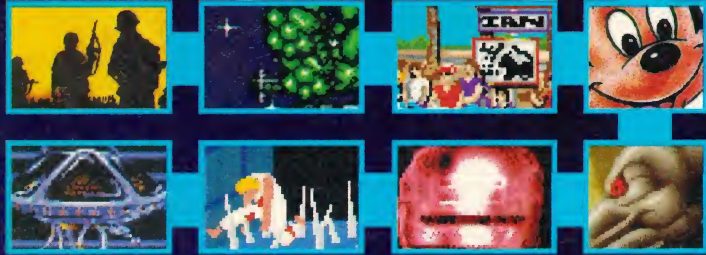
Just cut out the coupons to keep in your game box!

## CHEAT CARDS





# CHEAT CARDS



- 10. MICKY MOUSE
- 11. NEBULUS 2
- 12. OUT RUN
- 13. PLATOON
- 14. PARADROID '90
- 15. PREDATOR 2
- 16. PRINCE OF PERSIA
- 17. ROBOCOP
- 18. SHADOW OF THE BEAST



## OUT RUN (US Gold/Kixx)

Another cheat to go with the one we gave away in Issue Four. While playing, hold the keys STARI-ON. Now press:

- B Extend Play
- Q Get info about the game
- T Extra ten seconds
- D Save screen as a Degas picture
- S Move through different scenes

## NEBULUS 2 (Howson)

For weapons, enter the following codes — BLUEHOUSE for the 'down' towers and HOUSEBLUES for the 'up' towers.

- Level Codes:
- L5 The Fun ICEHOUSE
  - L9 The Alien LANDANDLOVE
  - L13 The Winter GREENTREES

## MICKY MOUSE (Oromlin)

While playing, enter 61315688. The border should flash. Hit the following keys:

- F2 — Open door to next subgame
- F3 — Start fight with witch
- F4 — Refill water pistol

## PREDATOR 2 (Imageworks)

More *Op-Wolfish* action, though this one's a devil to find since Mirrorsoft went down. And let's face it, the film was pretty lousy — an Arnie sequel without Arnie in it? Tish...

For infy lives, pause the game and type YOUR ONE UGLY MOTHER. If that fails, try replacing YOUR with YOURE.

## PARADROID 90 (Grafigold/Howson)

Another 8-bit update, this Andrew Braybrook classic has definitely stood the test of time.

On the title screen press F3 for the cheat mode.

## PLATOON (Ocean)

The first casualty of war is innocence... or should that read, 'the first casualty of computer games is sleep'? On the title screen enter HAMBURGER. Press F4 to take you to the village. Move to the far-left hut, take the torch from the round pot and go two huts to the left. Shoot the guard and get the map, then exit through the trapdoor in the hut on the right to Level Two.

## SHADOW OF THE BEAST (Psygnosis)

A shallow-but-playable beat-'em-up from the lads from Liverpool. A breathtaking example of what the Amiga could do in its day, but time hasn't been kind. For infy lives depress both mouse buttons and joystick fire when you see the Shadow Of The Beast logo during loading. Keep them held until you're told to insert disk 2.

## ROBOCOP (Ocean/The Hit Squad)

Most versions of this ageing coin-op conversion were reasonably good, but only the Spectrum version excelled. Makes you think, dun'it?

For infy power, pause the game and type BEST KEPT SECRET

## PRINCE OF PERSIA (Demark/The Hit Squad)

This one split the AF office right down the middle — some of us love it, some of us hate it, but now everyone can cheat it... Hold Caps Lock and press L to skip levels.

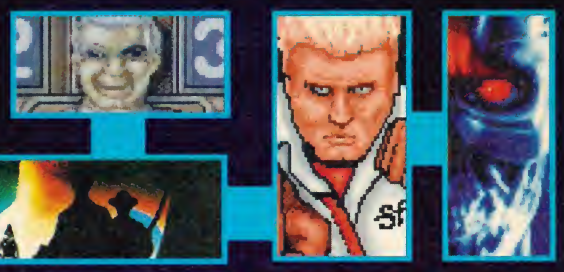


# CUT-OUT 'N' CHEAT!

Just cut out the coupons to keep in your game box!



## CHEAT CARDS






# CHEAT CARDS



- 19. SHADOW OF THE BEAST 2
- 20. SLY SPY
- 21. STREET FIGHTER
- 22. THE EMPIRE STRIKES BACK
- 23. THE UNTOUCHABLES
- 24. TEARAWAY THOMAS
- 25. TEENAGE MUTANT HERO TURTLES
- 26. TERMINATOR 2
- 27. THUNDERBIRDS



## STREET FIGHTER (US Cole/Keizer)

Ass-kicking, hard-hitting coin-op becomes a slow-moving, yawn-inducing computer game. Still, it shifted loads on the hype generated by its sequel...

To access the cheat mode, on the title screen type STREET CHEAT then press HELP.

## SLY SPY (Ocean)

Cartoon capers, and not a bearded Australian in sight!

Enter the level code as 007. You can then type SHAKEN NOT STIRRED for infinite credits.

## SHADOW OF THE BEAST 2 (Psygnosis)

Issue Three's cheat doesn't work on every version of the game. If you're having no joy with it, try this.

When the game starts, go right to the first man with the spear, hit A (ask), and type SUNSTOVE

## TEARAWAY THOMAS (DMI)

Whoopee, a fast, playable game that has Mega Drive owners crying into their £30-a-throw Sonic carts they finished on their third attempt.

For infinite time, type TIMEFLIES-LIKEABANANA at any point during the game.

## THE UNTOUCHABLES (Ocean/The Hit Squad)

A more accurate film conversion would've been called 'The Unwatchables', but the conversion has little to do with the film anyway.

To skip levels, type THESOUTHAMP-TONGAZETTE while paused. Unpause the game and hit F10 to access the next stage.

## THE EMPIRE STRIKES BACK (Dorvik)

May the AMIGA FORCE be with you — always!

On the title screen, hold down HELP and type XIFARGROTKEV. Pressing C, D or L brings C3PO, Darth Vader or Luke. Keys 1-10 (not on the keypad) give speech synth.

## THUNDERBIRDS (Grandslam)

These are the items you need to take with you at the start of each mission:

- |  |  |
|--|--|
| 1: Alan — Lamp & Oil Can; Brains — Torch                                   | — Mouse & Stethoscope                                |
| 2: Gordon — Aqualung & American Express; Alan — Aqualung & Radiation Pills | 4: Virgil — Gun & Shades; Scott — Shades & Superglue |
| 3: Lady Penelope — Sleep Spray; Parker                                     | <b>Level codes:</b>                                  |
|  | 2 — RECOVERY   |
|  | 3 — ALOYSIUS   |
|  | 4 — ANDERSON   |

## TERMINATOR 2 (Ocean/The Hit Squad)

Sorry about Issue Two's less-than-perfect cheat, folks. Here's the working version.

Pause the game, and press keys F1 to F10, one at a time, and only once each. Press FIRE to unpause. Esc now skips levels.

## TEENAGE MUTANT HERO TURTLES (Imageworks)

Cowabunga dudes! Sensei Splinter here with a great pizza-picking cheat for infy energy. Load up the game, and when asked for a password, type: 8859 (first password) 1506 (second password)



# CUT-OUT 'N' CHEAT!

Just cut out the coupons to keep in your game box!

## CHEAT CARDS





# CHEAT CARDS



- 28. THUNDER JAWS
- 29. TROLLS
- 30. TURBO OUT RUN
- 31. UGH!
- 32. UGH!
- 33. UGH!
- 34. VIRUS
- 35. VIZ
- 36. XENON



## TURBO OUT RUN (US Gold/Kixx)

After the countdown type WEARPEEP-EL. You can now use the following cheats:

- B Restart game, but with same score
- D Refresh turbo boosts
- F See end sequence
- G Remove one credit
- N Go to next stage
- T Increase time by ten seconds

## TROLLS (Flair Software)

More hair-raising antics from the Flair team. Platform perfection to get your pulses pounding! Start the game and walk to the 'soda pop' level entrance. Enter the level, and on the 'Get Ready' screen push the joystick UP, press K and FIRE. You can now hit Esc to finish each level.

## THUNDER JAWS (Denmark)

Cheat modes come and cheat modes go, but rarely do we see one as easy-peasy as this. During the game, press the left mouse button and infy lives are yours.

## UGH! (PlayByte)

Level codes (part 3):

- |                            |                       |
|----------------------------|-----------------------|
| 47 ASCOTSMANONAHORSE       | 58 LIONTAMING         |
| 48 KEITHMANIAC             | 59 RONOBVIOUS         |
| 49 NOTGOODENOUGH           | 60 CHANNELJUMP        |
| 50 STILLNOTGOODE-<br>NOUGH | 61 TUNNELINGTOJAVA    |
| 51 NUDGENUDGE              | 62 MAURICEZATAPATIQUE |
| 52 THEWOODPARTY            | 63 KENBIGGLES         |
| 53 THESENSIBLEPARTY        | 64 ALIBAYAN           |
| 54 ADOPTADAPTINIMPROVE     | 65 KENDOVE            |
| 55 HELLOSAILOR             | 66 TIDDLES            |
| 56 ARTHURTREE              | 67 THENAKEDANT        |
| 57 ABLOCKOFWOOD            | 68 KENSHABBY          |
|                            | 69 ALBATROSS          |

## UGH! (PlayByte)

Level codes (part 2):

- |                      |                       |
|----------------------|-----------------------|
| 24 JOHANGAMBOLPUTTY  | 35 LOOKOUTOFTHEYARD   |
| 25 TRAINSPOTTING     | 36 FISHYREQUISITTTTE  |
| 26 BICYCLEREPAIRMAN  | 37 ARTHURFIGGIS       |
| 27 IRVINGCSALTZBERG  | 38 CRUNCHYFROG        |
| 28 THEENDBERG        | 39 SPRINGSURPRISE     |
| 29 HOWTOFLINGANOTTER | 40 WALLYWIGGIN        |
| 30 THECATSATONTHEMAT | 41 SIXTEENTONWEIGHT   |
| 31 CONFUSEACATLTD    | 42 RASBERRYKILLER     |
| 32 DISTRACTABEE      | 43 SCOTTOFTHEAHARA    |
| 33 MITTELSCHMERTZ    | 44 BISHOPOFEASTANGLIA |
| 34 INSPECTORTIGER    | 45 POLLYTHEEXPARROT   |
|                      | 46 EWANMCTEAGLE       |

## UGH! (PlayByte)

All level codes (part 1):

- |                      |                       |
|----------------------|-----------------------|
| 2 SELBSTLAEUFER      | 13 DIESCHNICKIANGST   |
| 3 HENNABREGGL        | 14 INTERESTINGPEOPLE  |
| 4 PFANNEHEISS        | 15 INSURANCESKETCH    |
| 5 SOICHGOMBASEPP     | 16 ITSTHEARTS         |
| 6 ZPFUNDHACKFLEISCH  | 17 ARTHURTWOSHEDS     |
| 7 DOGODDERDEIG       | 18 HAROLDTHESHEEP     |
| 8 SPAMSPAMBEANSNSPAM | 19 PICASSOONBICYCLE   |
| 9 SEMPRINI           | 20 SPANISHINQUISITION |
| 10 PROFRJGUMBY       | 21 LUIGIVERCOTTI      |
| 11 CONFESS           | 22 JIMMYBUSSARD       |
| 12 MITTERMEIER       | 23 KENCLEANAIRSYSTEM  |

## XENON (Virgin/Trenix)

Ace blaster from the Bitmaps — was the sequel any better? The jury's still out on that one...

On Level Two, kill the first guardian and crash into the nearest wall. There should now be no baddies till the end of the level.

## VIZ (Virgin/Trenix)

Sorry about this one, folks — we don't use swear words in the mag, but there's nothing we can do about this one. Use your Imagination and substitute the correct letters for the asterisks...

On the character selection screen type; WHAT A LARGE SET OF B\*\*LOCKS, then use the keys 1-5 to access these levels.

## VIRUS (Firebird)

Hold down the Enter key on the numeric keypad (sorry, A600 owners) hit P to pause the game, and (still holding Enter) press O. You can then use the following cheats:

- C — Unusual special effects on
- F — Restore fuel
- L — Extra life and missiles
- N — Resume normal mode
- O — Access demo mode



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## LOTUS ESPRIT TURBO CHALLENGE

■ Even more playable than its two classy sequels, this is *the* two-player driving game. The rollercoaster 3-D action is superfast; the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.



## THREEBIES!

## SWITCHBLADE

■ A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as unlit removes the risk of backtracking in the extensive underground levels.



## MANIX

■ A souped-up variation of the classic *Q-Bert* coin-op, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



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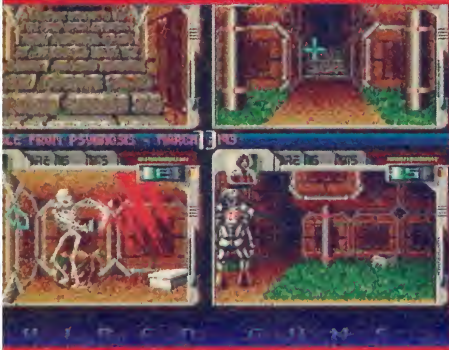
NEXT MONTH

# FORTHCOMING ATTRACTIONS!



In the next scintillating issue of **AMIGA FORCE**, we plan to review Ocean's spine-chilling isometric arcade adventure *Universal Monsters*, Microprose's historic flight sim *The Ancient Art Of War In The Skies*, plus Psygnosis's *Combat Air Patrol* and *Hired Guns*. Of course, we can't accurately predict what titles will be 100% finished — and that's the only state in which we'll review them. A typical example is *Ragnarok* which we planned to review this issue: sadly it still wasn't quite ready, so we're leaving it till next month — unlike other mags which have already reviewed an obviously unfinished version!

What we can promise is that the next **AMIGA FORCE** will be as barn-storming as ever with the world's best cheats, tips and playing guides for the latest releases. If you're serious about gamesplaying, you just can't afford to miss it.



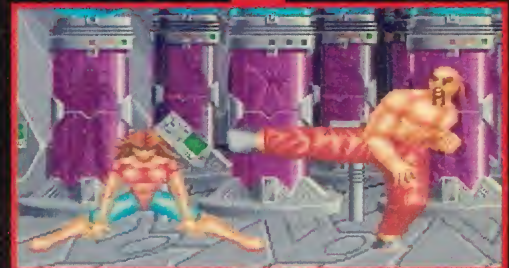
ALSO IN NEXT MONTH'S  
AMIGA FORCE...

## PUZZLING PURCHASES!

We rotate coloured blocks, flip tiles and join pipes as we guide you through the maze of Amiga puzzle games, separating the treats from the tricks.

## BEATING BODY BLOWS

Over the last few weeks we've been punching and kicking each other black and blue to bring you the comprehensive guide to Team 17's meaty beat-'em-up, *Body Blows*.



## amiga **SPECIAL RESERVE!** **FORCE**

Dear Mr Newsagent

Hi! Just dropping a quick line to say **AMIGA FORCE** is the magazine for me. After all, could any other magazine compare? I mean, look at those features, reviews, playing tips — what a Amigamegastastic affair it is! So...

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**AMIGA  
FORCE  
ISSUE 7  
ON SALE  
JUNE 17**



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